

ECHOES OF EXTINCTION



FROM THE DEPTHS OF PREHISTORY, SURVIVE A WORLD
WHERE DINOSAURS AND DARK MAGIC RULE SUPREME.



MONKEYDM



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ZINDAUR RACE

Nestled in the enigmatic depths of Qilo Isle, the zindaurs dwell—a tribe once human, but now imbued with the primeval essence of dinosaurs by the grace of their avatar deity. They are devout followers of Yamiran, the Serpent of a Thousand Heads, a deity as ancient as the land itself. These half-saurian mystics wear their reptilian features as badges of honor, eschewing any among them who bear an excess of their original human traits. The unforgiving hierarchy places these so-called "halfbreeds" at its lowest echelons.

At the pinnacle of their social structure, one finds not warriors, but bards—poets and vocalists of exquisite talent. These esteemed artists weave the divine praises of Yamiran into their tales, uplifting their kin with soul-stirring performances that echo through the depths of their sacred caverns. To question or reject the sanctity of communion with one's inner beast—a theme pervading their art and daily life—is to invite unforgiving retribution.

Note: It should come as no surprise that the zindaurs society described above might seem, to put it mildly, unhealthy. It is.



Yet, within the ordered tapestry of their society lies a single thread of chaos: the zindaurs venerate the primal dance of combat. Feuds and fights, even amongst kith and kin, are not just permitted but encouraged. The shedding of blood in such skirmishes is not cause for lament but a rite of passage. To fall or be maimed at the hands of a comrade is considered the ultimate honor, a sacrosanct step on one's journey to achieving the fullest expression of their dual nature.

ZINDAUR TRAITS

- **Ability Score Increase.** Your Strength score increases by 2.
- **Age.** Zindaurs have abnormally long lifespans, some living nearly a thousand years. They reach maturity roughly 20 years into their lifespan.
- **Alignment.** Lawful followers of Yamiran and appreciative of bloodshed even among their own, zindaurs are mostly lawful evil.
- **Languages.** You can speak, read, and write Common and Draconic.
- **Size.** The zindaurs stand up to 8 feet tall and weigh about twice as much as a regular human. Your size is Medium.
- **Speed.** You have a walking speed of 30 feet.
- **Beast Within.** Once per day, when you are brought below half of your maximum hit points, you can enter a beastly rage as a reaction. For the next minute or until you regain hit points, your movement speed is increased by 15 feet, and you have advantage on the first melee attack you make on each of your turns.
- **Natural Armor.** When you aren't wearing armor, your base AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.
- **Natural Weapon.** You have dinosaur body parts which you can use to make unarmed strikes. This weapon can be either your jaws, horns, tail, or even back spikes. When you hit with your dinosaur parts, the strike deals 1d6 + your Strength modifier bludgeoning, piercing, or slashing damage (your choice when you make the attack), instead of the bludgeoning damage normal for an unarmed strike.
- **Subraces.** Zindaurs society is divided into castes based on how much and in what way their dinosaur blood manifests. You can be either a half-daur, skyscale, sunblood, or terrasaur.

HALF-DAUR

Relegated to the fringes of zindaur enclaves, the half-daur exist in a state of spiritual and social liminality. Their forms bear the indelible marks of their incomplete transformation, a stark contrast to the fully-realized zindaur who stand as living testaments to Yamiran's divine bestowment. Though their scales may shimmer, and their eyes flicker with a reptilian glow, the lingering vestiges of their human ancestry remain—rendering them both intriguing and pitiable in the eyes of their purer kin.

Deemed not yet worthy to walk the hallowed grounds closer to the heart of their sanctuaries, the half-daur inhabit the peripheries, a living reminder of the need for fervent devotion to their Serpent Deity. Their partial transformation serves as both a cautionary tale and a call to action, a state of being that can either be transcended through unwavering faith or solidified through spiritual apathy.

- **Ability Score Increase.** One ability score of your choice increases by 1.
- **Humanoid Blood.** You gain your choice of one of the following traits: Dwarven Resilience, Fey Ancestry, Gnome Cunning, Brave, Relentless Endurance, or Hellish Resistance. You can find these in the Basic Rules.
- **Versatile.** You gain proficiency in one skill of your choice.

SKYSCALE

Among the esteemed ranks of the zindaur, the skyscales hold a place of awe and veneration. Gifted with wings reminiscent of ancient pterodactyls, they possess the power to transcend earthly limitations, if only for ephemeral moments. These bursts of flight, though short-lived, are seen as an exalted connection to Yamiran, an ability that draws them nearer to their divine essence. Elevated by their unique gifts, the skyscales serve as both spiritual and physical guardians of their communities.

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Pterowings.** You have a flying speed equal to your walking speed. If you are flying at the end of your turn, you fall to the ground.
- **Skysense.** You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. You cannot use this trait while deafened.



SUNBLOOD

Within the intricate tapestry of zindaaur society, woven with the threads of tradition, spirituality, and hierarchy, the sunbloods reign supreme. These exceptional individuals are not only bestowed with the prehistoric features that mark their tribe, but they also wield a radiant magic that is nothing short of divine. A blessing from Yamiran, the Serpent of a Thousand Heads, this celestial energy is both a potent force and a profound symbol of their mastery over the inner beast that dwells within each zindaaur.

In stark contrast to the hues of earth and shadow that color their community, the sunbloods shimmer with an ethereal light. When they invoke their radiant spells, their eyes glow like twin suns, and the ambient energy they radiate feels akin to the warmth of a dawn's first light breaking through the night sky. They are living exemplars of Yamiran's ideal—a perfect fusion of primal ferocity and divine grace.

- **Ability Score Increase.** Your Wisdom score increases by 1.
- **Sunblood Magic.** You know the *light* cantrip. Starting at 3rd level, you can cast the *guiding bolt* spell with this trait, without requiring a material component. Starting at 5th level, you can also cast the *calm emotions* spell with this trait, without requiring a material component. Once you cast *guiding bolt* or *calm emotions* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Wisdom is your spellcasting ability for these spells when you cast them with this trait.
- **Radiant Essence.** You have resistance to radiant damage.

TERRASAUR

Forming the sturdy backbone of zindaaur society, the terrasaur is the heart and sinew of their communal life. Unlike their more specialized kin—the skyscales and sunbloods—who touch the skies and command divine light, the terrasaur is intimately connected to the very soil, flora, and elements of Qilo Isle. They embody the raw, untamed essence of the land, their very beings suffused with its elemental powers.

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Elemental Affinity.** When you take cold, fire, lightning, or thunder damage, you can reduce that damage by an amount equal to twice your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Elemental Understanding.** You know how to speak, read, and write Primordial.
- **Friend of the Land.** You have proficiency in two of the following skills of your choice: Animal Handling, Nature, Perception, and Survival.



PRIMANHELUS


Born from the crucible of great disasters, the primanhelus are a rare and enigmatic offshoot of the aasimar, whose celestial lineage is entwined with the primal forces of the world. Each primanhelus is imbued with the essence of the catastrophe that gave birth to them, but the true nature of their soul is unknown. Some myths call them "elemental angels", sent to alleviate the pain of great disasters. Others consider them to be living, breathing warnings against humanity's encroachment upon nature.

What's certain is the strength of their character. Vulcani emanate the infernal heat of volcanic eruptions, their skin often resembling molten rock. Inundi are children of devastating floods, their visages bearing an ever-changing fluidity. Terramoti resonate with the tumultuous power of earthquakes, their forms appearing as if hewn from living stone. Lastly, tempesti are whirlwinds incarnate, born of mighty hurricanes and emanating an air of constant, restless motion.

PRIMANHELUS TRAITS

- **Ability Score Increase.** Your Charisma score increases by 2.
- **Age.** Primanhelus are born mature as nature roils, then live about 30 years before blending back into nature.
- **Alignment.** Most primanhelus are traditionally kind spirits, bound to the whims of nature more than law. They are chaotic good or chaotic neutral.
- **Size.** Primanhelus greatly vary in size based on their origin. You are Medium or Small. You choose the size when you select this race.
- **Speed.** You have a walking speed of 30 feet.
- **Languages.** You can speak, read, and write Common and Primordial.
- **Devastation Born.** Whenever you fail a Strength, Dexterity, or Constitution saving throw, you become inspired by the pain and hardship. You gain advantage on the next ability check or attack roll you make within the next minute.
- **Divert Disaster.** When another creature you can see within 30 feet of you takes cold, fire, or force damage or bludgeoning damage as a result of falling, you can spend your reaction to reduce that damage by an amount equal to your level. Once you use this trait, you can't use it again until you finish a long rest.
- **Soul of the Land.** You gain proficiency in the Nature skill.
- **Subrace.** Primanhelus are split into the four great disasters of the world. They can be either be inundati, tempesti, terramoti, or vulcani.





• **Calamitous Form.** When you reach 3rd level, you gain access to a calamitous form based on your subrace. You can use a bonus action to unleash the calamitous energy within yourself, gaining the benefits of that form. Your transformation lasts for 1 minute or until you end it as a bonus action. Once you transform using your form, you can't use it again until you finish a long rest.



INUNDATI PRIMANHELUS



Emerging from the chaotic wrath of monumental floods, inundati are the essence of ever-changing fluidity. Their appearance evokes the qualities of flowing water, with skin that seems to ripple and shimmer. The inundati are drawn to bodies of water, feeling most at peace near rivers, lakes, or oceans. Harnessing the power of their watery origins, they flow freely and quickly, saving people from great waves.

- **Ability Score Increase.** Your Strength score increases by 1.
- **Child of Waves.** You have a swimming speed of 20 feet and can breathe underwater.
- **Ever-Changing.** You gain one skill proficiency of your choice. When you level up or by spending 12 hours studying in the course of a single day, you can choose to replace it with any other skill proficiency.
- **Calamitous Form: Flood's Savior.** You turn into a wave of roiling strength. Until the transformation ends, your swimming speed is doubled, you can't be pushed, pulled, grappled, or restrained, and any creature you touch gains the ability to breathe underwater for the next hour.



TEMPESTI PRIMANHELUS



Conceived in the tumultuous gales of cataclysmic hurricanes, tempesti personify the relentless energy of swirling winds and torrential rain. A constant sense of movement accompanies them, manifesting as a faint aura of windswept air or a sudden gust that seems to follow them. Skies and open fields are their sanctuaries, where they feel an insatiable urge to ascend and touch the clouds. When roused, a tempesti can summon winds strong enough to buffet foes and disperse clouds, or even to lift themselves briefly off the ground.

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Deflective Gust.** When another creature hits you with a melee attack, you can use your reaction to gain a bonus to your AC equal to half your proficiency bonus (rounded down). You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Calamitous Form: Unstoppable Wind.** Your legs turn into a miniature tornado. Until the transformation ends, you have a flying speed equal to your walking speed, and opportunity attacks against you are made at disadvantage.



TERRAMOTI PRIMANHELUS

Carved from the seismic upheavals of earth-shattering quakes, terramoti exhibit a rugged and unyielding form. Their bodies resemble intricately hewn statues, appearing as if crafted from living stone or compacted earth. Naturally drawn to mountainous terrain and rocky outcrops, they possess an innate ability to interact with the earth. The terramoti can cause the ground to tremble and shift, manipulating the terrain to their advantage or break enemy positions with the force of a minor earthquake.

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Roiling Earth.** When you take the Attack action on your turn, you can replace one of your attacks with a miniature earthquake in a 10-foot radius around you. Each creature in that area must make a Strength saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 force damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Calamitous Form. Uncertain Ground.** You meld with the ground, causing it to shift and change. You gain a burrowing speed equal to your walking speed. Whenever you burrow through a 5-foot square of terrain, it becomes magical difficult terrain for the next minute. Creatures standing on difficult terrain created by this trait have a penalty to their AC equal to half your proficiency bonus (rounded down).

VULCANI PRIMANHELUS

Born from the molten fury of volcanic eruptions, vulcani are embodiments of untamed heat and unyielding stone. Their skin often bears an uncanny resemblance to molten rock, shifting and glowing in darkened shades of red and orange. A vulcanus exudes an aura of intensity, akin to the unquenchable flames that birthed them, and they often feel a deep affinity with places of volcanic activity.

- **Ability Score Increase.** Your Intelligence score increases by 1.



- **Erupt.** When you are prone, you can stand up using 5 feet of movement instead of half your speed, erupting with great power. When you do so, each creature within 10 feet of you must make a Strength saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 fire damage and is knocked back 10 feet. On a successful save, it takes half as much damage and isn't knocked back. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Calamitous Form: Molten Flight.** You sprout wings of lava. Until the transformation ends, you have a flying speed equal to half your walking speed, and whenever a creature hits you with a melee attack, it takes fire damage equal to your proficiency bonus.

PRIMAL DWARF

Before the majestic halls and intricate forges became the epitome of dwarven craftsmanship, the dwarves were a primal race, deeply rooted in the savage heart of the earth. Concealed in labyrinthine caves so impenetrable that no surface-dweller could ever find them, these ancient dwarves first tamed fire, igniting the spark that would one day forge empires. Yet some chose to remain in the shadowy depths, preserving their untamed essence and enigmatic cultures. They carved a subterranean world of their own, shrouded from the prying eyes of civilization. Now, as the mysterious Qilo Isle faces an impending invasion and the dread Yamiran stirs from an eons-long sleep, the primal dwarves have risen, emerging from their secluded underworld to face a world that has forgotten them.

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Age.** Primal dwarves age much in the same way regular dwarves do, reaching maturity around 50 and living about 350 years.
- **Alignment.** Due to their animalistic society and lack of contact with the world above, primal dwarves live neutral, survival-oriented lives. Most are true neutral or chaotic neutral.
- **Creature Type.** Though you are bestial in nature, your creature type humanoid.
- **Size.** Stout, stocky, and covered in fur, primal dwarves weigh upwards of 300 pounds and stand around 5 feet tall. Your size is Medium.
- **Speed.** Due to their beastly roots, primal dwarves are deceptively fast. Your speed is 35 feet.
- **Languages.** You can speak, read, and write Common, Dwarvish, and Primordial.
- **Cave Dweller.** You have a burrowing speed of 10 feet.
- **Darkvision.** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Trained Hunter.** As an action, you can enter an intense state of foraging and hunting. For the next minute, you have a blindsight with a radius of 10 feet and have advantage on any Wisdom (Survival) checks to find food or track prey.
- **Subrace.** The primal dwarves have all but gone extinct, with only two remaining tribes: the machaera and the mahmuti.

MACHAERA PRIMAL DWARFS

Deep within the underground jungle's untamed heart, where even the bravest dare not tread, resides a tribe of dwarves as ferocious and cunning as the sabertooth tigers that roam their verdant realm. Known as the machaera dwarves, they bear elongated canines and a predatory gaze, their agile bodies adorned with intricately patterned fur. Poised on the edge of their wooden platforms, with their sabertooth fangs at the ready, they await the moment to pounce, ready to protect their untamed paradise at all costs.

- **Ability Score Increase.** Your Dexterity score increases by 2.
- **Machaera Fangs.** You can use your fangs to make unarmed strikes. When you hit with them, the strike deals $1d6 +$ your Dexterity modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike. Once per day, when you hit a creature with your fangs, you can gain temporary hit points equal to your level.
- **Prowler.** If you move no more than 15 feet during your turn, you have advantage on Dexterity (Stealth) checks until the end of your turn.



MAHMUTI PRIMAL DWARFS

In an age long forgotten, a branch of dwarves grew enamored with the majesty of the mammoth, a creature whose every step echoed the primal rhythm of the earth. This kinship led to the birth of the mahmuti dwarves, formidable beings wrapped in shaggy pelts, their beards braided with heavy tusks. Ensnconced in icy fortresses carved into towering glacial walls, these dwarves honed their skills in survival against the relentless chill. With woolly bodies and tusked faces, the mahmuti stand as steadfast as the glaciers they call home.

- **Ability Score Increase.** Your Strength score increases by 2.
- **Mahmuti Tusks.** You can use your tusks to make unarmed strikes. When you hit with them, the strike deals $1d6 +$ your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike. Once per day, when you hit a creature with your tusks, you can force it to succeed on a Strength saving throw (DC equals $8 +$ your proficiency bonus $+ your Strength$ modifier) or take $1d6$ piercing damage and be knocked prone. This damage increases by $1d6$ when you reach 5th level ($2d6$), 11th level ($3d6$), and 17th level ($4d6$).
- **Tusker.** If you move at least 15 feet in a straight line during your turn, until the end of your turn, you ignore all nonmagical difficult terrain.





HUATKA HALF-ORCS

In the embrace of sprawling archipelagos, the huatka thrive as harmonious stewards of land and sea. Stilt houses and grand longhouses adorn the coasts, built with timbers lovingly carved with ancestral tales. Elaborate canoes, fitted with sails that billow like the wings of giant seabirds, skim across the ocean waves, guided by wayfinders who read the stars like an open book. For the huatka half-orcs, tattoos mark rites of passage, each intricate design a chapter in a grand, unending narrative. Conflicts are rare, for to harm another is to fracture the delicate tapestry of the community. Cooperation is not a choice, but a cultural imperative, etched into the soul from birth. The rhythm of drums and the melodies of ancestral chants fill the air during feasts and ceremonies, stitching the past and the present into a single, undying tapestry. Similar and yet very different to the zindaur, the huatka choose to hide among the beaches of Qilo and other nearby isles, never delving into the deep, troubling jungles.

- **Ability Score Increase.** Your Strength score increases by 2, and your Dexterity score increases by 1.
- **Age.** Huatka half-orcs live about as long as other orcs, maturing around 14 and dying around 60.
- **Alignment.** Focused on community and freedom, huatka are often chaotic good.
- **Languages.** You can speak, read, and write Common, Orcish, and Primordial.
- **Size.** Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Communal Trust.** As a bonus action, you can move up to your speed toward an unconscious ally that you can see or hear.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Huatka Tattoos.** As a part of huatka tradition, you get tattoos to represent your life's story. You can choose between one of two tattoos at 1st, 3rd, and 5th level.
- **Huatka Training.** You are proficient with navigator's tools and water vehicles.



HUATKA TATTOOS

- **Shaman (1st Level).** You know the *druidcraft* cantrip.
- **Voyager (1st Level).** You are proficient in the Survival skill.
- **Tidecaller (3rd Level).** You learn the create or destroy water spell, which you can cast using this trait, without requiring a spell slot or components. You can also cast the spell using any spell slots you have of the appropriate level.
- **Stormwielder (3rd Level).** You have resistance to thunder damage.
- **Seer (5th Level).** Whenever you finish a long rest, roll 1d6 and record the number rolled. Once per day as a reaction, you can add or subtract the rolled number from an ability check, attack roll, or saving throw made within 15 feet of you, potentially turning a failure into a success or a success into a failure.
- **Warrior (5th Level).** Once per day, you can enter a warrior stance as a bonus action. For the next minute, you have a bonus to your attack and damage rolls equal to half your proficiency bonus, rounded down.





BUGNOMES

Hidden in the mystical underground, where raw magic flows through ancient leylines, an unruly race makes its home: the bugnomes. Though sharing ancestry with gnomes, these creatures have adapted insectoid traits from their subterranean home. Their multifaceted eyes shine, detecting the faintest glow in the dark caverns. Over time, the thrumming leylines changed them. Now humanoid in form, bugnomes retain insect features like chitinous skin and twitching antennae. Their appearance startles surface dwellers, but those who look beyond the alien see a people connected to the depths and a society balancing communal ties with individual talents. As guardians of the leylines and their secrets, the bugnomes exemplify how magic can shape life in a world where the arcane infuses existence.

- **Ability Score Increase.** Your Intelligence score increases by 1.
- **Age.** Bugnomes live short, yet meaningful lives, maturing around the 3 year mark and living about 30 years, which they use to further their race.
- **Alignment.** Bugnomes care only about their survival, no matter the cost, and are mostly chaotic or neutral evil.
- **Creature Type.** You have two creature types: beast and humanoid. You can be affected by a game effect if it works on either of your creature types.
- **Size.** Bugnomes are larger than all bugs but still not as large as ordinary humanoids. Your size is Small.
- **Speed.** Small yet skittish, you move more quickly than most small races. Your speed is 30 feet.
- **Languages.** You can speak, read, and write Common and Primordial.
- **Arcane Vermin.** You know the *mage hand* cantrip. Starting at 3rd level, you can cast the *detect magic* spell with this trait. Starting at 5th level, you can also cast the *alter self* spell with this trait. Once you cast *detect magic* or *alter self* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence is your spellcasting ability for these spells when you cast them with this trait.
- **Darkvision.** You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Leyline Lurkers.** You are proficient in the Arcana skill.
- **Mana Devourer.** Whenever you make a successful saving throw against a spell or magical effect, you gain temporary hit points equal to your proficiency bonus.
- **Subrace.** The bugnomes are divided into different types of evolved bugs: crawlers and shells. They are often called centipedes and cockroaches.

CRAWLER

In the shadowy recesses of the world, the crawler bugnomes have thrived, their evolution shaped by the mysterious leylines. These agile and swift creatures resemble humanoid centipedes, with elongated bodies and multiple limbs that allow them to navigate their terrain with astonishing speed and precision. Their skin has a subtle, chitinous sheen, and their eyes, though smaller than their shelled counterparts, glint with a keen awareness of their surroundings. Crawler bugnomes are known for their quick reflexes and ability to maneuver through even the most treacherous landscapes with ease. Their society values agility and cunning, cultivating skills that allow them to outmaneuver both predators and prey in the labyrinthine underground they call home.

- **Ability Score Increase.** Your Dexterity score increases by 2.
- **Many-Legged.** You have a climbing speed of 20 feet, and you can move across nonmagical difficult terrain without expending extra movement.
- **Skittering Escape.** Whenever you take damage, you can use your reaction to move up to half your speed without triggering opportunity attacks. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.





SHELL

In stark contrast to the crawlers, the shells embody resilience and endurance. These sturdy, cockroach-like beings have adapted to some of the harshest environments, their evolution also guided by the leylines' magic. With their tough, armored exoskeletons and a robust physique, shell bugnomes can withstand extreme conditions that would be fatal to others. In their society, the ability to endure and adapt is held in the highest regard. Bugnomes are known for their strong survival instincts and a remarkable capacity to recover from the brink of death, a trait that has earned them both respect and a touch of fear in the eyes of those who encounter them.

- **Ability Score Increase.** Your Constitution score increases by 2.
- **Adaptive Resilience.** You gain resistance to your choice of one of the following damage types: acid, cold, fire, or poison. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace the chosen damage type with a different damage type from the list above.
- **Armored Shell.** Your shell provides you a base AC of 17 (your Dexterity modifier doesn't affect this number). You can't wear medium or heavy armor, but if you are using a shield, you can apply the shield's bonus as normal.

BACKGROUNDS

ZINDAUR EXILE

You reneged zindaaur traditions and headed out into the world away from their oppressive values.

Skill Proficiencies: Medicine, Nature

Tool Proficiencies: Herbalism kit, woodcarver's tools

Equipment: One set of clothes and furs, a bone knife, a token pertaining to your old zindaaur caste, and a pouch containing 10 gp

Feature: Forged Path

People can see you've broken away from your people and you're trying to forge your path. As such, fellow travelers and business owners will believe you to be truthful and help you gain knowledge.

SUGGESTED TRAITS

d8

Personality Trait

- 1 I don't trust any form of organized society.
- 2 The more different from my hometown a place is, the better I like it.
- 3 I wish to understand the struggles of those around me and constantly ask questions.
- 4 I'm always suspicious that someone from my old society is chasing me.
- 5 I make a point of remembering the names of all flowers I come across.
- 6 I miss home but refuse to tell anyone.
- 7 Due to my past isolation, I'm incredibly friendly.
- 8 I left my society years ago, but I still talk about it like it was yesterday.





d6

Ideal

- 1 **Subjugation.** I will subjugate the strong and bring about a new age of power. (Evil)
- 2 **Revolution.** I will create the pure opposite of the world I left behind. And all will join. (Lawful)
- 3 **Openness.** No society should be hidden. We would all be better off working together. (Good)
- 4 **Equality.** The zindaurs castes were a mistake. We are all equal. (Good)
- 5 **Tranquility.** With how long my lifespan is, I want to learn all there is to learn and achieve tranquility. (Neutral)
- 6 **Adventurous Spirit.** I felt constrained at home. Now, I want to experience everything. (Chaotic)

d6

Bond

- 1 I left the zindaurs alongside my sibling, but we got separated. I wish to find them again.
- 2 I was exiled for a crime I didn't commit. I want to prove my innocence.
- 3 I'm convinced Yamiran, the zindaurs god, is not being appropriately worshipped by anyone but me.
- 4 I miss my zindaurs parents more than anything and wish to return to them a hero.
- 5 I heard about a fellow exiled sage. I must find them and become their apprentice.
- 6 Before leaving zindaurs society, I aided in the killing of an innocent outsider. I want to ask their family for forgiveness.

d6

Flaw

- 1 **Distrustful.** I don't trust anyone, no matter how open they might be.
- 2 **Vengeful.** I'll stop at nothing to get revenge on my people.
- 3 **Avoidant.** I have issues as a result of years spent in a broken society, but I refuse to fix them.
- 4 **Naturalist.** I am against all forms of scientific and technological progress.
- 5 **Individualist.** I only care about myself and what I've been through.
- 6 **Stubborn.** I will never listen to anyone else ever again. Ever.



FROZEN IN TIME

Through some accident, you were sealed in ice for thousands of years. Now you've emerged from the ice to a changed society.

Languages: Primordial

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: Herbalism kit

Equipment: One set of clothes and furs, a club, a dinosaur skull, a mammoth bone worth 5 gp, and a pouch containing 5 gp

Feature: Research Project

Your anachronistic existence causes curiosity among scholars and nobles alike. They'll offer up shelter, food, and information in return for the opportunity to experiment on you or flaunt you to other nobles.

SUGGESTED TRAITS

d8	Personality Trait
1	I talk about plants and creatures that have gone extinct.
2	I am amazed by the discovery of fire and other creations.
3	There's nothing that'll convince me I am not in a dream.
4	I am obsessed with the foods of the current age.
5	I use different units of measurement, such as tree rings instead of years.
6	I expect everything to be much bigger than it actually is.
7	I speak using a mix of prehistoric and current words.
8	Every time someone asks me about how the past was, I tell the story a different way.



d6**Ideal**

- 1 **Discovery.** My awakening has ignited a thirst for knowledge, and I'm driven to uncover the secrets of the past. (Chaotic)
- 2 **Connection.** I believe in forging strong bonds with others, as isolation was my greatest torment. (Good)
- 3 **Freedom.** Having been trapped in ice for so long, I cherish the freedom to roam and make my own choices. (Good)
- 4 **Food Chain.** Nature has its way of maintaining order. The strong eat the weak. (Lawful)
- 5 **Progress.** The world has moved on in my absence, but I want to catch up and add my own changes. (Neutral)
- 6 **Restoration.** I will return the world to the past order, even if I have to destroy it. (Evil)

d6**Flaw**

- 1 I am terrified of ice.
- 2 There's nothing a good ritual sacrifice won't fix.
- 3 I have a hard time comprehending societal change.
- 4 I'm obsessed with fire.
- 5 I suffer from time blindness.
I often give in to primal urges, such as cannibalism.

d6**Bond**

- 1 I was once the leader of my people. I wish to return to my throne.
- 2 I'm looking for the last remnants of my lost people.
- 3 I have no memories of my life before I was frozen, but I wish to reclaim them.
- 4 I was lost in the ice alongside a friend or partner. I hope to meet them again.
- 5 I have a mentor from the modern age and will follow them anywhere.
I still pray to a long forgotten god.





WORKSHOP ASSISTANT

You've spent your entire life in the workshop of the fabled Winter Saint, who spreads joy and gifts once a year. After spreading cheer from afar, you've decided to join the adventuring world, wanting to have a bigger impact.

Skill Proficiencies: Investigation, Sleight of Hand

Tool Proficiencies: Tinker's tools, woodcarver's tools

Equipment: One set of festive attire, an artisan's badge, your favorite toy, and a pouch containing 15 gp

Feature: Festive Cheer

You have an innate ability to make people happy. People are naturally prone to celebrate your arrival, singing songs of your deeds and sharing tales of the positive impact you've brought to their lives.

SUGGESTED TRAITS

d8

Personality Trait

- | | |
|---|---|
| 1 | I always have a jolly laugh ready, even in the direst of situations. |
| 2 | I'm meticulous about the details, especially in my craft. |
| 3 | My stories are filled with wonder, often involving talking animals and magical mishaps. |
| 4 | I keep a list of my companions' likes and dislikes, always planning the perfect gift. |
| 5 | I often hum festive tunes, sometimes without realizing it. |
| 6 | I approach the world with the same wonder and excitement as a child on a festive morning. |
| 7 | I feel a strong sense of protection over my fellow party members, much like I felt for the toys I crafted for children. |
| 8 | I'm accustomed to long hours of focused work, often losing track of time when I'm engaged in a task. |

d6

Ideal

- 1 **Generosity.** The best joy is in giving, not receiving. (Good)
- 2 **Wonder.** Keeping the spirit of wonder and excitement alive is crucial in a world that often lacks magic. (Good)
- 3 **Hard Work.** A well-made item and a job well done bring harmony to the world. (Lawful)
- 4 **Mischief** A little mischief and unpredictability makes life worth living. (Chaotic)
- 5 **Perfectionism.** I strive to make each creation flawless, no matter the cost. (Neutral)
- 6 **Pragmatism.** The end justifies the means, especially when it comes to fulfilling the greater good of the workshop. (Evil)

d6

Flaw

- 1 I have a sweet tooth that can be my undoing.
- 2 I'm overly critical of anything I deem 'imperfect'.
- 3 Sometimes, I get lost in my dreams and forget my responsibilities.
- 4 I have a habit of overpromising and underdelivering.
- 5 I secretly envy those who receive more recognition than I do.
- 6 I find it difficult to adapt to cultures and customs outside of the workshop.

d6

Bond

- 1 I carry a special toy I made, which I believe brings me luck.
- 2 I left someone special back at the workshop, and I intend to return once my adventure is done.
- 3 My greatest achievement is a toy that brought immense joy to a notable figure.
- 4 The festive season is sacred to me, and I uphold its traditions no matter where I am.
- 5 I'm searching for a rare material or recipe that will allow me to create my masterpiece.
I feel an overwhelming debt to the Winter Saint, who taught me my craft.

SUBCLASSES

BARBARIAN: PATH OF BLOODLUST

In the untamed wilds, where the line between survival and demise is as thin as a blade's edge, the barbarians of the Path of Bloodlust carve their legends. These fearsome warriors embrace a life teetering on the brink of destruction, finding a brutal joy in the throes of battle. They believe that true strength is forged in the furnace of pain and that only by walking the narrow path between life and death can one's inner fury be fully unleashed. With each scar and wound, they grow stronger, their laughter echoing above the clamor of battle as they dance amidst their enemies with wild, reckless abandon. Their tribes tell tales of warriors who, when gripped by the jaws of defeat, rise with an unworldly vigor, their eyes ablaze with the fires of rage.

MUTUAL DESTRUCTION

Starting when you choose this path at 3rd level, your rage causes you to be self-destructive, but it also breaks down those around you. When you use Reckless Attack while raging, you can take a penalty to your Armor Class equal to your Strength modifier (minimum of 1). On a successful hit, you reduce the target's AC by an equal amount.

You can use this feature a number of times equal to your Strength modifier (minimum of once), and you regain all expended uses when you finish a long rest.

PAIN AND GAIN

Beginning at 6th level, pain motivates you to strive higher than ever. While you are below half of your maximum hit points, you can add 1d6 to all ability checks and damage rolls.

CORNERED ANIMAL

At 10th level, you've learned to strike back even when you feel cornered. While your speed is 0, you can make two additional attacks as part of your Attack action.

BLOOD AND GLORY

By 14th level, you've become prideful in how much pain you can take and dish out. When you use Reckless Attack while raging, you can deal maximum damage with your attacks. If you do so, all attacks deal maximum damage against you until the start of your next turn.





FIGHTER: BRINGER OF FIRE

In the primeval heart of untamed wilderness, the Bringers of Fire stand as the first vestiges of society. Their souls bound to the flickering flame, these indomitable warriors wield fire as an extension of their own will, a living testament to both creation and destruction. With weapons ablaze and eyes glowing like molten rock, they stride fearlessly into battle, each swing of their arms leaving a fiery arc in the air. They are not just fighters; they are elemental forces, emblems of the primal struggle between light and darkness. Where they go, the fire follows, turning enemies to ash and illuminating the path for their allies.

FLAMING DISCOVERY

Starting at 3rd level, you've discovered the flames and brought them back to your people. You gain proficiency with cook's utensils, smith's tools, and you learn the produce flame spell. Your spellcasting ability for the spell is Constitution.

WILL OF EMBERS

Beginning at 3rd level, the light of your fire is enough to attract enemies toward you. Whenever you hit a creature with an attack that deals fire damage, the creature has disadvantage on any attack roll that isn't against you until the start of your next turn, and when it hits a creature other than you with an attack, your Inner Flame lashes out at it, dealing 1d4 fire damage.

The damage of your Inner Flame increases when you reach certain levels in this class: to 1d6 at 5th level, to 1d8 at 11th level, and to 1d10 at 17th level.

BURNING PASSION

Also at 3rd level, you can use a bonus action to form destructive flames around your weapon. Until the end of your turn, your weapon attacks deal extra fire damage equal to Inner Flame die.

This effect ends early if you drop or sheath the weapon. You can use this feature a number of times equal to your Constitution modifier (minimum of once). You regain expended uses when you finish a long rest.



INSPIRING FLAMES

At 7th level, you can summon flames to your aid in return for passion and guidance. Whenever you fail an ability check, you can use your reaction to take 4d6 fire damage, which cannot be reduced or prevented in any way. If the damage doesn't bring you to 0 hit points, you can roll your Inner Flame die and add it to the result of the check, potentially turning the failure into a success.

When you reach the 14th level, you can roll your Inner Flame die twice and add the total to the result of the check.

BURN THE WORLD

By 10th level, your connection to fire has given you limited magical capabilities. You learn the fireball spell and can cast it without expending a spell slot, requiring no components, and your spellcasting ability for the spell is Constitution. When you cast the spell in this way and are in the area of effect, you automatically succeed on the saving throw. Once you cast the spell in this way, you can't do so again until you finish a long rest, unless you expend a use of your Action Surge to use this feature again.

In addition, your spells and fighter features ignore resistance to fire damage.

FORGED IN FLAMES

At 15th level, whenever you take fire damage, you can choose to tap into the primordial flame. Until the start of your next turn, whenever you take fire damage, you take no damage and instead regain a number of hit points equal to the fire damage taken.

Once you use this feature, you can't do so again until you finish a long rest.

FIRES OF INVENTION

At 18th level, you've seen visions of great creations within the fire, allowing you to forge powerful contraptions in times of need. You can spend 1 minute using smith's tools to create any magical item of any rarity except legendary or artifact. After 1 hour, the item turns to dust and disappears, any benefits gained end, and any objects or creatures summoned vanish.

Once you use this feature, you can't do so again until you finish a long rest.





MONK: WAY OF THE MIRAGE

In the heart of the Qilo Isle, hidden among tall trees and mirages, a sect of monks practices an art as elusive as the rain that befalls this island. Known as the Way of the Mirage, these mystic warriors blend the physical discipline of martial arts with the ethereal craft of illusion in a practice that is necessary to avoid the many predators of Qilo. As disciples, they learn to manifest illusions so convincing that they can divert a blade and harm their enemies. At their most potent, they embody the essence of the mirage—here one moment, gone the next, leaving only bewildered enemies clutching at phantoms. For them, the line between the real and the illusory is but a veil, one that you can pull back or drape at will.

ILLUSORY BODY

Starting at 3rd level, whenever you take the Dodge action, you summon one illusory duplicate of yourself as per the *mirror image* spell. This duplicate lasts until the start of your next turn. Any duplicates you summon using this or any other monk feature cannot be seen through by blindsight or truesight. If you are under the effects of the *mirror image* spell and have fewer than 3 duplicates, when you take the Dodge action, this feature instead restores one duplicate.

Additionally, you can cast the *minor illusion* cantrip. Wisdom is your spellcasting ability for the spell.

DISTORT PERCEPTION

Also at 3rd level, your strikes break your foe's understanding of reality. After you hit a creature with an unarmed strike, it has disadvantage on Intelligence (Investigation) checks to discern illusions for the next minute.

FLICKERING FORMS

Beginning at 6th level, as an action, you can spend 2 ki points to cast *mirror image* without requiring material components. You can dismiss the spell at will (no action required).

FISTS OF THE MIRROR

Also at 6th level, while you have at least one illusory duplicate summoned, your unarmed strikes deal your choice of psychic or bludgeoning damage.

REALITY RIPPLE

When you reach 11th level, your duplicates have become so akin to reality that their destruction causes those who destroy them anguish and pain when destroyed. Whenever a creature destroys one of your duplicates, it takes psychic damage equal to one roll of your Martial Arts die + your Wisdom modifier.

LEGION OF ILLUSIONS

At 17th level, you've perfected the craft of your duplicate forms. As an action, if you don't already have any duplicates summoned, you can summon 9 duplicates of yourself, as per the *mirror image* spell, which last for the next minute. While you have 4 or more duplicates, you must roll a 3 or higher to change the attack's target to a duplicate. Whenever one of these duplicates is destroyed, you can teleport up to 15 feet in any direction (no action required).

Once you summon these duplicates, you can't do so again until you finish a long rest, unless you expend 5 ki points to summon them again.

DOMAIN OF EGGS CLERIC

In the verdant jungles and ancient valleys where dinosaurs roam, clerics of the Egg Domain serve as sacred guardians of life's earliest stages. These devout servants are chosen by deities who watch over creation, fertility, and the untamed forces of nature. Their holy mission is deeply intertwined with the care and protection of dinosaur eggs, symbols of life's resilience and continuity. Revered as both caretakers and mystics, they are believed to hold ancient wisdom passed down from the time when colossal creatures ruled the lands.

Clerics of the Egg Domain are often seen tending to vast nesting grounds, their temples built around hatching sites that have existed for millennia. Their rituals and prayers are focused not just on the safeguarding of these eggs but also on the balance of nature itself, ensuring that the cycle of life continues unimpeded. In times of danger, these clerics become defenders, wielding divine powers that can shield their allies and smite their foes. They are the embodiment of the nurturing forces of creation, caring tirelessly for the next generation of majestic beings that once, and will again, roam the earth.

BONUS SPELLS

You gain domain spells at the cleric levels listed in the Egg Domain Spells table. See the Divine Domain class feature for how domain spells work.

EGG DOMAIN SPELLS

Cleric Level	Spells
1st	<i>animal friendship, raptor strike*</i>
3rd	<i>animal messenger, enlarge/reduce</i>
5th	<i>conjure animals, haste</i>
7th	<i>polymorph, dominate beast</i>
9th	<i>insect plague, telepathic bond</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with herbalism kits. You also gain proficiency in the Nature or Survival skill (your choice).

EGGSHELL BARRIER

Also at 1st level, you know how to defend your friends from incoming blows by forming egg-like barriers. As a reaction when an allied creature you can see within 60 feet of you takes damage, you can reduce that damage by an amount equal to your Wisdom modifier.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: PROTECTED NEST

Starting at 2nd level, you can use your Channel Divinity to create a defensive nest that protects you and your allies. As an action, you present your holy symbol and invoke the sacred power of your deity to create a magical nest of protection. The nest manifests in a 10-foot radius sphere centered on a point you can see within 30 feet of you and lasts for 1 minute or until you dismiss it as a bonus action. You and allied creatures within the nest have half cover from all attacks outside the nest, can't be pushed, pulled, or teleported outside of the nest unless willing, and have advantage on Dexterity saving throws.





NEST WARDEN



By 6th level, you've empowered the extent of your protective magic. Your Eggshell Barrier reduces damage by an amount equal to your Wisdom modifier + your level in this class.



POTENT SPELLCASTING



Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.



INCUBATE



At 17th level, you can conjure an egg that's strong enough to grow a creature's power. When you use your Eggshell Barrier feature, you can choose to encase your ally in an incubating egg. Until the end of its next turn, the creature gains immunity to all damage, is incapacitated, can't be moved or teleported, and its speed becomes 0. Once the effect has ended, the creature emerges from the incubating egg. For the next minute or until it falls to 0 hit points, the creature can take two additional actions during its turn.

Once you've used this feature in this way, you can't do so again until you finish a long rest.

ROGUE: FOSSILBLADE

Born from a mysterious fusion of necromantic arts and archaeological discovery, Fossilblades are the keepers of ancient secrets and wielders of time-forged might. Many are drawn to this shadowy path after venturing deep into the catacombs of long-forgotten tombs, excavating hidden temples, or unearthing mysterious fossils that are imbued with dormant energies. During these explorations, they often experience vivid, haunting visions that propel them to harness the essence of their own skeletal structure as well as the fossilized remains of creatures long extinct.

These rogues are often loners, shrouded in the solitude that comes from the weight of millennia-old secrets. They are haunted by the glimpses of history they've seen and are driven by an insatiable curiosity about the past. This curiosity often manifests in an unending quest for more fossilized remnants, each offering not just material for their unique form of combat but also fragments of knowledge and power from a time long past. In battle, Fossilblades are a force to be reckoned with. They shape their bones into deadly weapons and channel the dormant energies of their fossilized finds to augment their capabilities. Each swing of their bone-forged blade is a strike imbued with the wrath of ancient knowledge.

Their expertise is not limited to the physical realm; their archaeological pursuits grant them a deep understanding of history, cultures, and ancient languages. It's not uncommon for a Fossilblade to decipher an unreadable script or solve a riddle that has baffled scholars for generations. Yet, this wisdom comes at a cost. The constant meddling with energies so ancient and mysterious often leaves them on the edge of existential questions most dare not ponder. To be a Fossilblade is to forever hang on the precipice between the unfathomable past and the ever-unfolding present.

ARCHEOLOGIST KNOWLEDGE

Beginning at 3rd level, you have a vast knowledge of history and the many cultures of its past. Choose any two languages. You learn how to speak, read, and write those languages.

In addition, you gain proficiency in the History skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Arcana, Investigation, Nature, or Religion.

Your proficiency bonus is doubled for any ability check you make that uses History. You receive this benefit regardless of the skill proficiency you gain from this feature.





BONEFORGED WEAPON



Also at 3rd level, you've learned how to weave fossils together with your bones to create deadly osseous weapons. Whenever you take the Attack action, you can take piercing damage equal to your rogue level, which can't be reduced or prevented in any way, to manifest a Bone Weapon from the options below into your free hand and make the attack with that weapon:

- **Raptor Boneblade.** You combine your hand with a raptor claw into a serrated blade that deals slashing damage. On a hit, the target takes extra necrotic damage equal to half the number of Sneak Attack dice for your level (round up) at the start of its next turn.
- **Ankylosaurus Hammer.** You combine your fist with an ankylosaurus tail into a deadly hammer that deals bludgeoning damage. On a hit, you can choose between knocking the creature prone or pushing it 10 feet in a direction of your choice.

Each weapon is a simple melee weapon with the finesse property and a reach of 5 feet, and on a hit, it deals damage equal to 1d6 plus the ability modifier you used for the attack roll of a type determined by the option you chose. The Bone Weapon retracts back into your skin after you make an attack.

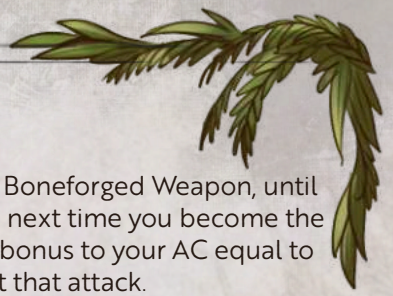


IMPROVED BONEMELDING



Starting at 9th level, you've become more proficient than ever in combining your bones with fossils. You learn the following two Boneforged Weapon variants, which can be manifested by taking piercing damage equal to twice your rogue level instead:

- **T-Rex Scythe.** You combine your spine with a tyrannosaurus tooth into a deadly scythe that deals slashing damage. On a hit, if the target is below half of its maximum hit points, it takes necrotic damage equal to a roll of your Sneak Attack dice.
- **Triceratops Spear.** You combine your arm with a triceratops horn to form a sturdy spike that deals piercing damage. On a hit, choose a damage type. The creature loses resistance to that damage type, if it had any, until the start of your next turn.



In addition, after you use your Boneforged Weapon, until the start of your next turn, the next time you become the target of an attack, you gain a bonus to your AC equal to your proficiency bonus against that attack.



REACTIVE BONES



By 13th level, you've animated your bones so often that they have gained a will of their own. Whenever a creature hits you with a melee attack, you can summon your bones to attack it as a reaction. It must succeed on a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Dexterity modifier) or take necrotic damage equal to a roll of your Sneak Attack dice.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



TIMELESS WARRIOR



At 17th level, you've interacted with the bones so frequently that it's fortified your body. You gain the following benefits:

- Your hit point maximum increases by an amount equal to twice your rogue level. Whenever you gain a rogue level thereafter, your hit point maximum increases by an additional 2 hit points.
- You have advantage on all attack rolls using your Bone Weapon.
- Your Reactive Bones feature no longer requires a reaction.

VENOMWEAVER SORCERER

Drawing from an innate bond with the arachnids, Venomweaver sorcerers stalk as expert assassins of the darkness. Through vile symbiosis, their flesh is infused with spider ichor, turning them into masters of guile and venom. With a mere touch, they impart debilitating poisons; their profane spells manifest as illusory webs to ensnare minds and swarms of phantom spiders to drain life essence. Ever patient, Venomweavers use shadow and subterfuge to close in on prey, then strike with sadistic precision. By fully embracing their fell arachnid lineage, they become silent predators, awaiting the moment to inflict venomous death.

VENOMWEAVER SPELLS

At 1st level and when you reach certain levels in this class, you learn additional spells, as shown on the Venomweaver Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an evocation or an enchantment spell from the sorcerer or warlock spell list.

VENOMWEAVER SPELLS

Sorcerer Level	Spells
1st	<i>animal friendship</i>
3rd	<i>web</i>
5th	<i>meld into stone</i>
7th	<i>giant insect</i>
9th	<i>insect plague</i>

ARACHNID ASCENT

Starting at 1st level, you gain the ability to climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Your climbing speed equals your walking speed.





VENOM AFFINITY



Also at 1st level, you possess a natural talent for poisons and sicknesses, which is reflected in your magic. Whenever you cast a spell of 1st level or higher that deals poison damage or requires a Constitution saving throw, you can choose to imbue it with one of three strong venoms: Lethargy, Disorientation, or Weakening. One target that is damaged by the spell or that failed the saving throw suffers an additional effect based on the chosen venom.

- **Lethargy:** The target's speed is reduced by 15 feet until the end of your next turn.
- **Disorientation:** The target has disadvantage on attack rolls until the end of your next turn.
- **Weakening:** The target has disadvantage on Strength and Dexterity checks and saving throws until the end of your next turn.

You can use this feature a number of times equal to your Charisma modifier (minimum once), regaining all expended uses when you finish a long rest.



PERFECT FORMULA



By 6th level, you've perfected the nature of your poisons and venoms, as well as your body's reaction to them. Your spells and abilities ignore resistance to poison damage and immunity to the poisoned condition.

In addition, you are resistant to poison damage and immune to the poisoned condition.



WEB DEFENSE



At 14th level, as a reaction when you become the target of an attack, you can cause a burst of thick webs to sprout out at the attacker, forcing it to make a Dexterity saving throw against your spell save DC. On a failed save, it becomes grappled and restrained until the start of its next turn. Additionally, the thick webbing creates a 10-foot radius of difficult terrain around it, which lasts until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.



UNBOUND VENOMS



At 18th level, whenever you deal poison damage with a spell or a creature fails a Constitution saving throw against one of your spells, you can deal poison damage to the creature equal to your Charisma modifier (minimum of 1).

WARLOCK: THE DINOSAUR KING

In the shadowed annals of history, where legends speak of colossal beasts that once ruled the earth, the Dinosaur King rose above them all. Warlocks with particularly strong connections to history might find themselves bound to this vile Dinosaur King, a mystical and gargantuan tyrannosaurus rex revered as the embodiment of predatory supremacy and untamed ferocity. In exchange for their servitude and homage, the Dinosaur King imparts a fragment of its colossal strength, resilience, and relentless fury to its followers. These warlocks, often seen as a blend of scholar and savage, seek to emulate the physical prowess and indomitable presence of their patron, channeling the raw, unbridled force of a bygone era where the thunderous roar of the T-Rex was the ultimate decree of power.

EXPANDED SPELL LIST

At 1st level, the Dinosaur King lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

DINOSAUR KING EXPANDED SPELLS

Spell Level	Spells
1	<i>animal friendship, thunderwave</i>
2	<i>barkskin, enhance ability</i>
3	<i>conjure animals, haste</i>
4	<i>dominate beast, polymorph</i>
5	<i>commune with nature, reincarnate</i>

PRIMAL MIGHT

At 1st level, you can access the primal power of the Dinosaur King. You can gain the following benefits:

- **Dinosaur Bite.** As an action, you can manifest a dinosaur head from one of your shoulders and make a melee spell attack using it. On a hit, the target takes piercing damage equal to $1d12$ + your Charisma modifier. This attack's damage increases by $1d12$ when you reach 5th level ($2d12$), 11th level ($3d12$), and 17th level ($4d12$). If the target is a Large or smaller creature, it is grappled.
- **Enraged.** While you are below half of your maximum hit points, your movement speed is increased by 10 feet, you have advantage on Strength checks, and whenever you take the Attack action on your turn, you can make an additional Dinosaur Bite attack as a bonus action.
- **Territorial Dominance.** When a creature enters or leaves a space within 5 feet of you, you can use your reaction to make a Dinosaur Bite attack against it. You can use this trait a number of times equal to your Charisma Modifier, and you regain all expended uses when you finish a long rest.





DINOSAUR HIDE



By 6th level, your body has started to manifest the thick hide of a dinosaur. While you are not wearing medium or heavy armor, you gain a bonus to your armor class equal to your half your proficiency bonus (rounded up).



TIMELESS WARRIOR



At 10th level, you've learned how to manipulate your instincts under heavy pressure. While you are below half of your maximum hit points, you gain the following benefits:

- You have advantage on Strength and Constitution saving throws.
- You are immune to the charmed, frightened, grappled, and restrained conditions.



APEX PREDATOR




When you reach 14th level, you've become the top of the food chain, capable of striking down even the most dangerous of foes. When you use your Dinosaur Bite, you can make two attacks instead of one as part of the same action.



SPELLS

1ST LEVEL



Alter Diet

1st-level transmutation (cleric, druid, ranger)

Casting Time: 1 action

Range: 60 feet

Components: S, M (a mint leaf and 5 gp worth of grains, which the spell consumes)

Duration: 1 hour

You tap into naturalistic magics, broadening the boundaries of what can be eaten. Choose up to three willing creatures within range. For the duration, each target can eat rotten rations, leaves, grass, and any other forms of vegetation, and can drink muddied or contaminated water without suffering any drawbacks. If a creature eats 10 pounds of vegetation in this way, it provides enough nourishment to sustain it for one day.



Broadback

1st-level transmutation (druid, paladin, ranger, sorcerer)

Casting Time: 1 bonus action

Range: Self

Components: S, M (a dinosaur bone)

Duration: 1 round

You infuse yourself with the defensive powers of dinosaurs, growing spikes on your back. Until the start of your next turn, whenever a creature grapples you or hits you with a melee attack, it takes 3 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the duration increases to 1 minute. When you use a spell slot of 5th level or higher, the duration increases to 10 minutes.



Cause Recklessness

1st-level enchantment (druid, warlock, wizard)

Casting Time: 1 action


Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You awaken the desperation in one creature you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Charisma saving throw or become reckless until the spell ends. While the creature is reckless, it has disadvantage on all Intelligence and Wisdom checks, and attack rolls against the creature are made at advantage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.



Creeping Chill

1st-level conjuration (druid, warlock)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny snowball)

Duration: Concentration, up to 1 minute

Choose a creature within range. It must succeed on a Constitution saving throw or be overwhelmed with frost. At the start of each of its turns, the creature takes 1d4 cold damage, and its speed is reduced by 5 feet. For each turn the creature has spent under the effects of the spell, the damage it takes increases by 1d4 (1d4 on the first turn, 2d4 on the second turn, and so on), and its speed is reduced by an additional 5 feet (5 feet on the first turn, 10 feet on the second turn, and so on).

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Raptor Strike

1st-level transmutation (druid, ranger, sorcerer)

Casting Time: 1 action

Range: 10 feet

Components: S, M (a raptor tooth)

Duration: Instantaneous

You turn your arm into the head of a raptor, then strike out with brutality. Make a melee spell attack against a creature within range. On a hit, the target takes 2d12 piercing damage.

Pack. If another enemy of the target is within 5 feet of it and the enemy isn't incapacitated, the target takes an extra 1d12 piercing damage.

2ND LEVEL

Bloodlust

2nd-level enchantment (druid, sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: S, M (a bloodied dinosaur tooth)

Duration: Concentration, up to 1 minute

Choose a creature within range. It becomes enveloped by unruly bloodlust. An unwilling creature that succeeds on a Wisdom saving throw is unaffected.

For the duration of the spell, while the creature is below half of its maximum hit points, it takes 2d6 necrotic damage at the start of each of its turns, and its speed is increased by 15 feet. If it uses its action to make an attack with a melee weapon, it can make an additional melee attack as a bonus action.

Collective Mending

2nd-level evocation (bard, cleric, druid, paladin)

Casting Time: 1 action

Range: 15 feet

Components: S, M (a raptor scale)

Duration: Instantaneous

Using the power of the pack, you grant a creature the strength of the many. Choose a creature within range. It regains hit points equal to 2d4 + your spellcasting ability modifier.

Pack. If another ally of the target is within 5 feet of it and the ally isn't incapacitated, the target regains an extra 3d4 hit points.

Death Drop

2nd-level transmutation (bard, sorcerer, wizard)

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 120 feet

Components: S, M (a miniature meteorite)

Duration: 1 minute

Choose up to three falling creatures within range. A falling creature's rate of descent doubles until the spell ends. If the creature lands before the spell ends, it takes twice as much falling damage and can only land prone, and the spell ends for that creature.





Dovetail

2nd-level transmutation (druid, sorcerer)

Casting Time: 1 action

Range: Self (15-foot cone)

Components: S

Duration: Instantaneous

You conjure a plume of feathers that releases a burst of wind in a 15-foot cone behind you. Each creature in the area must make a Strength saving throw, taking 3d6 thunder damage on a failed save, or half as much damage on a successful one. Until the end of your turn, your speed increases by 5 feet for each creature that failed its saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.



Enhance Ferocity

2nd-level transmutation (druid, ranger, sorcerer)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a dino bone)

Duration: Concentration, up to 10 minutes

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

Mammoth's Charge. If the target moves at least half of its speed straight toward a creature and then hits it with a melee weapon attack on the same turn, the creature must succeed on a Strength saving throw against your spell save DC or be knocked prone and take 2d8 bludgeoning damage.

Pterodactyl's Flight. The target has a flying speed equal to its current walking speed. This benefit works only in short bursts; it falls if it ends its turn in the air and nothing else is holding it aloft.

Raptor's Rage. The target has advantage on an attack roll against a creature if at least one of the target's allies is within 5 feet of the creature and the ally isn't incapacitated. **Sabertooth Lunge.** If the target moves at least half of its speed straight toward a creature and then hits it with a melee weapon attack on the same turn, the target must succeed on a Strength saving throw against your spell save DC or be knocked prone. If the creature is knocked prone, the target can make another melee weapon attack against it as a bonus action.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.



Exhume

2nd-level necromancy (cleric, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: S, M (a golden shovel worth 20 gp)

Duration: Instantaneous

You channel lawful necromantic magic to help you recover buried bodies. Each corpse and fossil buried no deeper than 100 feet beneath the surface of a 15-foot square centered on a point within range emerges above the ground without disturbing the terrain or damaging the remains in any way. Creatures within lead—or copper-lined caskets cannot be exhumed in this way.



Harmonize

2nd-level enchantment (bard)

Casting Time: 1 reaction, which you take when initiative is called for, but before it is rolled

Range: 30 feet

Components: V

Duration: Instantaneous

You match your tempo to a creature, ensuring perfect timing. Choose a willing creature within range. It shares your initiative.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Upheaval

2nd-level transmutation (druid, sorcerer)

Casting Time: 1 action

Range: Self (15-foot cone)

Components: S

Duration: Instantaneous

You conjure the tail of an ankylosaurus and smash it in a 15-foot cone behind you. Each creature in the area must make a Strength saving throw. On a failed save, a creature takes 3d6 bludgeoning damage and is thrown in the air, landing in the nearest unoccupied space in front of you. On a successful save, a creature takes half as much damage and isn't moved.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.





3RD LEVEL

Contamination



3rd-level necromancy (warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: S, M (an infested rat's stomach)

Duration: Concentration, up to 1 minute

Choose a creature within range. It must succeed on a Constitution saving throw or become contaminated, taking 4d8 necrotic damage and becoming diseased for the duration of the spell.

While diseased in this way, whenever the creature takes poison damage, it erupts with bile, forcing each creature within 10 feet of it to succeed on a Dexterity saving throw or take poison damage equal to half the amount of poison damage it took.

Cosmic Chains



3rd-level evocation (sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You send out two forceful bolts at separate creatures, binding them cosmically. Choose two creatures within range and make a ranged spell attack against each target. On a hit, a creature takes 3d10 force damage. If both targets are hit, each creature becomes stunned until the start of its next turn.

Dinosaur Harpoon

3rd-level conjuration (cleric, druid, wizard)

Casting Time: 1 action

Range: 60 feet

Components: S, M (a dinosaur bone)

Duration: Instantaneous

You turn a dinosaur bone into a large harpoon, which you send at a creature within range. Make a ranged spell attack. On a hit, the creature takes 4d10 piercing damage, and you can either push it back 30 feet or pull it 30 feet toward you.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

Lightning Dash

3rd-level evocation (paladin, ranger, warlock, wizard)

Casting Time: 1 action


Range: 60 feet

Components: V, M (a melee weapon)

Duration: Instantaneous

Choose a creature you can see within range. You enhance your weapon with lightning, then dash 60 feet in a straight line toward the target, passing through any creatures and objects. When you reach it, make an attack with the weapon against the creature. On a hit, the attack deals an extra 4d6 lightning damage.





Mirrorblade

3rd-level illusion (bard, sorcerer, warlock, wizard)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a mirror shard)

Duration: Concentration, up to 10 minutes

You conjure a reflective blade of mirrors. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d10 force damage on a hit, and has the finesse and light properties. In addition, while you are holding the blade, you have advantage on saving throws against any spell that targets only you (not in an area of effect).

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for every two slot levels above 3rd.



4TH LEVEL



Condemn

4th-level enchantment (cleric, paladin)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You unleash condemnation upon a creature within range in an attempt to pacify it. It must make a Charisma saving throw. Whenever a creature that fails this saving throw makes an attack roll before the spell ends, it takes 2d6 psychic damage. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.



Inferno's Will

4th-level conjuration (druid, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, M (a lump of coal)

Duration: Instantaneous

You attempt to take control of flames and use them to your advantage. Choose one ongoing spell that deals fire damage that you can see within range. If the spell is 4th level or lower, it is now under your control. If the spell requires concentration, you are now the creature concentrating on the spell, and you can dispel it and interact with it in any way that is normally allowed, such as moving it, in case of a flaming sphere spell. If the spell is 5th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, you gain control of the spell.

Mind Transfer

4th-level enchantment (sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S


Duration: Concentration, up to 1 minute

You create a link between your mind and a creature you can see within range, attempting to take control of its body. The target must make a Charisma saving throw.

On a failed save, you take control of the target's body, and your consciousness inhabits it, leaving your body unconscious and incapacitated. While controlling the target's body, you retain your Intelligence, Wisdom, and Charisma scores, as well as your knowledge and class features. However, you use the target's physical statistics and abilities. You perceive through the target's senses and can speak through its voice. Any damage the controlled body takes is also taken by your unconscious body. If your concentration is broken, or the spell's duration ends, your mind immediately returns to your body.

If the target's body dies while under the spell's effect, you must make a Charisma saving throw. On a failed save, your mind becomes lost, and you take 8d8 psychic damage. On a successful save, your mind returns to your body.

If the target succeeds on the initial saving throw, your mind is briefly lost, and you are stunned until the end of your next turn.



Paralyzing Shadows

4th-level necromancy (warlock, wizard)

Casting Time: 1 bonus action

Range: Self

Components: S, M (an onyx worth at least 50 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

You conjure a 5-foot diameter circle of swirling shadow centered on a point on the ground underneath your feet. When you cast the spell, and as a bonus action on your subsequent turns, you can direct the shadows to lash out at a creature within 15 feet of you. It must succeed on a Strength saving throw or become paralyzed until the start of its next turn. The spell ends early if you move out of the circle's space.

Storm's Arrival

4th-level conjuration (sorcerer, wizard)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M

Duration: Instantaneous

Choose a point within range. You teleport to the point with a thunderous boom. Each creature within 15 feet of the point must make a Constitution saving throw, taking 3d8 thunder damage and becoming stunned until the end of your turn on a failed save, or taking half as much damage and not being stunned on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.



5TH LEVEL



Glimpse of Dreams

5th-level illusion (sorcerer, warlock, wizard)

Casting Time: Instantaneous

Range: 60 feet

Components: V, M (the bloodied eye of a magical raven)

Duration: Concentration, up to 1 minute

You create a red veil over a creature's eyes, bringing it into a personal dream. Choose a conscious creature you can see within range. It must make a Wisdom saving throw (it can choose to fail). On a failed save, a creature is brought into one of the following dreams until the spell ends or until a creature spends its action to wake it:

- **Hopeful Dream.** While in this dream, at the start of each of the creature's turns, it regains hit points equal to 1d10 + your spellcasting ability modifier.

- **Hopeless Nightmare.** While in this dream, at the start of each of the creature's turns, it takes 3d10 psychic damage. Each time the target takes damage from a source other than this spell, it can make a Wisdom saving throw, ending the effect on itself on a success.

While in a dream, the creature is incapacitated, its speed is 0, it is unaware it is dreaming, and it can't perceive anything outside of the dream. At the end of each of its turns, the target can make another Wisdom saving throw, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional humanoid for each slot level above 5th. When you cast this spell using a spell slot of 9th level, you can target any number of creatures you can see.



Heavenly Arrow

5th-level evocation (cleric, paladin)

Casting Time: 1 action

Range: Self (150-foot line)

Components: S

Duration: Instantaneous

You summon an arrow from the heavens and send it out from you in a 100-foot-long, 5-foot-wide line in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d6 lightning damage and 3d10 radiant damage on a failed save, or half as much damage on a successful one. For the next hour, you know whenever a creature that failed this saving throw tells a lie.

Speak with the Ancestors

5th-level necromancy (bard, cleric, druid)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (aged mint leaves and incense worth 200 at least gp, which the spell consumes)

Duration: 10 minutes

You access the ancestral links of a creature or corpse within range, summoning the collective spirit of its ancestors from the past five generations. Until the spell ends, you can ask the spirit up to five questions. The spirit knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the spirit is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. When you ask a question, you can choose to ask all generations at once or a single one. The spirit can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

6TH LEVEL

Destructive Symphony

6th-level conjuration (bard, wizard)

Casting Time: 1 action

Range: 60 feet

Components: S, M (a miniature drum set)

Duration: Instantaneous

You conjure a set of four different instruments, each sending a destructive sound wave with differing effects. Make a ranged spell attack for each instrument. On a hit, the target takes 2d8 thunder damage and gains one of the following effects. No effect can be chosen more than once:

- *Hi-Hat.* The target must succeed on a Constitution saving throw or become stunned until the end of its next turn.
- *Kick Drum.* The target takes an extra 2d8 thunder damage.
- *Snare Drum.* The target is grappled and restrained until the end of its next turn.
- *Cymbal.* The target has disadvantage on the next Intelligence, Wisdom, or Charisma saving throw it makes until the end of its next turn.

Hybridmorph

6th-level transmutation (druid, sorcerer, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a caterpillar cocoon)

Duration: Concentration, up to 1 hour.


This spell transforms a willing creature that you can see within range into a new hybrid form. The spell has no effect on a shapechanger or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be a combination of any two beasts whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The creature can choose which of the two beasts' statistics, such as armor class or ability scores it has, and has the traits and attacks of both creatures. It retains its alignment and personality.

The target assumes the hit points of the beast with higher hit points amongst the chosen beasts. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't cast spells.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.





King's Hungry Jaws

6th-level conjuration (druid, sorcerer)

Casting Time: 1 action

Range: 60 feet

Components: S, M (a fossilized T-Rex tooth)

Duration: Concentration, up to 1 minute

You summon the spectral jaws of a tyrannosaurus rex at a point within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the jaws. On a hit, the target takes piercing damage equal to $2d10 +$ your spellcasting ability modifier and is grappled (escape DC equals your spell save DC) until the start of your next turn. Until this grapple ends, the target is restrained, and the jaws can't bite another target.

As a bonus action on your turn, you can move the jaws up to 10 feet and repeat the attack against a creature within 5 feet of them.

Enraged. While you have fewer than half of your maximum hit points, the jaws can make an additional attack as part of the same bonus action.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by $1d10$ for each slot level above 6th.



7TH LEVEL



Cerberus

7th-level transmutation (druid, sorcerer, wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a three-headed dog idol made of ruby worth at least 500 gp, which the spell consumes)

Duration: 1 minute

You infuse yourself with the energy of the three-headed dog and grow two additional heads from your shoulders. For the duration of the spell, you gain the following benefits:

- You have advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.
- Your concentration can't be broken as a result of taking damage.
- As a bonus action, you can force each head to attack a creature within 10 feet of you. Make a melee spell attack. On a hit, the attack deals $3d8$ piercing damage.



8TH LEVEL



Devastating Torment



8th-level necromancy (sorcerer, wizard)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (the skull of a lich worth 10,000 gp)

Duration: Instantaneous

You choose a creature within range and impart upon it unending amounts of torment and anguish. It must make a Wisdom saving throw. On a failed save, the creature must choose one of the following: take 50 points of necrotic damage, lose its highest level spell slot up to 8th level (if it has any), or permanently reduce one of its ability scores of your choice by 1d10. When you cast this spell, but before you know whether the creature succeeds or fails on its saving throw, you can expend any number of spell slots of 5th level or higher. For each additional spell slot expended, the creature must choose and suffer one of the spell's drawbacks an additional time (it can choose the same drawback more than once).

9TH LEVEL



Leyfruit



9th-level conjuration (druid, sorcerer)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (an enchanted emerald worth at least 25,000 gp, which the spell consumes)

Duration: Instantaneous

Using ancient conjuration magic, you imbue a fruit with the essence of arcana. A creature can use its action to eat the fruit. Eating it causes the creature to recover each expended spell slot of 8th level or lower. If the creature eating the fruit is the same creature who created it, it dies.

The fruit loses its potency if it has not been consumed within 24 hours of the casting of this spell.

10TH LEVEL



Gaze Into History



10th-level divination (druid, sorcerer, wizard)

Casting Time: 1 hour

Range: Self

Components: V, S, M (a crystal orb worth at least 50,000 gp, which the spell consumes)

Duration: Instantaneous

You channel the strands of fate and memory through an enchanted crystal orb, transcending the boundaries of time. Your mind's eye opens, allowing you to witness firsthand the tapestry of history itself. Choose up to three events from the world's past. The events can be as specific as a certain day or as broad as an era. The more narrow the scope, the more precise and detailed the vision will be.

When you cast the spell, if the events you chose have a narrow timeframe, you relive the events as though you were there, witnessing all sights, sounds, and emotions as they unfold. If you chose a broader timeframe, you perceive these events in lapsed time, the pace of which is influenced by the scope of the vision, allowing you only to glimpse but not witness everything. You are an observer and can't interact with or alter these events in any way, but can observe the creatures, surroundings, and events in great detail. Your knowledge is restricted to what can be seen or heard at the location or general time period of the event. You do not gain insights into secret thoughts or undisclosed motivations of any individuals.

Once you've witnessed each event, your consciousness returns to yourself.



Extinction Event

10th-level evocation (cleric, druid, sorcerer, warlock, wizard)

Casting Time: 8 hours

Range: Unlimited

Components: V, S, M (a shard of a meteorite and an essence of a primordial creature, both worth at least 100,000 gp, which the spell consumes)

Duration: Instantaneous

You tap into the primordial energies that once shaped the very fabric of the universe. Focusing these energies through the material components, you unleash a devastating cataclysm capable of altering the course of history. When you cast this spell, choose one creature type or subtype (dinosaur, half-elf, etc.). Each creature of those types not under magical protection (such as a hallow or forcecage spell) that are on the same plane of existence must roll a d100. Each creature that rolled a 10 or higher is killed by a cataclysmic event of your choice, spanning from planet-wide tsunamis, a gigantic meteor, or divine judgment.

How to cast a 10th level spell:

There are a couple of different methods. One of them is to have multiple magicians, 7 of them to be exact, cast their 9th level spell slot at the same time. This takes a heavy toll on them, as they lose the ability to cast spells of 9th level for one year after the casting. A simulacrum wouldn't work, as they would just get destroyed alongside their original caster by the recoil of such a powerful magic; the arcane cannot be fooled that easily.

Another solution is to harvest souls. The purer the soul the more power it contains. Indeed the soul of 6 innocent children is equivalent to the power of a single 9th level spell slot, whereas the power of 666 "regular people" would be required to obtain a similar power. Magic obtained through such dark means is dangerous. As such, as soon as the spell is cast, it will try to destroy your soul, so make sure to protect and hide it behind powerful magical wards. Of course, do not hold your soul in your own body when casting the spell in this way, or you'll die instantly.

Now there are rumors that if those same people that you need to sacrifice in order to obtain their powers were to willingly lend you their powers, you could attain the power necessary to cast a 10th level spell with no drawback. I have personally never witnessed it, but some gods attest to the veracity of this fact. I personally do not trust gods, so I wouldn't rely on this method.

To cast a 10th level spell, you need to have a perfectly written casting formula. If a single letter is wrong, the casting will fail and you will die, alongside anyone involved in the casting. The gods were smart and destroyed most of them; it is now impossibly difficult to find scrolls containing such spells. I myself am bereft of any. But you now possess the knowledge necessary, and if you found this writing, the power necessary to find such scrolls.

Go and show the world your powers.
— Sarkhan



FEATS



ARCANE DEFLECTOR



You've trained in denying magic and countering spells. You gain the following benefits:

- Whenever you cause another creature's spell to fail by breaking its concentration, or by using an ability or casting a spell (such as *counterspell*) to interrupt it, you gain temporary hit points equal to the level of the spell that failed + your proficiency bonus.
- When you are forced to make a saving throw as a result of a spell or an attack with an area of effect that has a recharge notation, you can attempt to deflect it with your weapon as a reaction. Make an ability check using your Strength or Dexterity (your choice). If the result rolled is higher than the DC of the attack or ability that required the saving throw, choose one creature within the area that is within 10 feet of yourself (you can target yourself). It doesn't receive any of the effects of being within the area.

BONDER



You've learned to bond with your friends, aiding their strikes at a cost to your own. You gain the following benefits:

- Increase your Strength, Dexterity or Constitution score by 1, to a maximum of 20.
- When you take the Attack action on your turn, you can take up to a -5 penalty on your attack rolls during the turn. If you do so, you can grant one allied creature within 5 feet of you a bonus to its attack rolls equal to the penalty you took until the start of your next turn.
- Whenever an allied creature within 5 feet of you hits a creature with a melee attack, it deals an extra 1d4 damage of that attack's damage type.





EXPERIENCED CASTER

Prerequisite: The ability to cast at least one spell of 6th level or higher

You've spent countless hours casting simple spells, learning to do so with great ease. You can cast a 2nd-level spell by expending a 1st-level spell slot. You can use this feat twice, regaining all expended uses when you finish a long rest.

GIFT OF THE DINOSAUR

You've been blessed by Yamiran, the Dinosaur God, with great ferocity. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Once per day, when you are brought below half of your maximum hit points, you become enraged for the next minute. While enraged, your movement speed is increased by 10 feet, and nonmagical bludgeoning, piercing, and slashing damage you take is reduced by an amount equal to your proficiency bonus.

INFECTIOUS POISON

Prerequisites: 13th level, the ability to cast at least one spell

You've found a way to infuse your spells with a fast-acting poison that heavily decays the bodies of your enemies. Whenever you hit a creature with a spell attack that deals poison damage or a creature fails a saving throw against one of your spells that deals poison damage, you can choose for that spell to deal no damage, instead inflicting on it a number of infection points equal to the spell's level. Whenever a creature has 10 or more infection points and fewer than 100 hit points, it dies.



SAURIAN SOUL



You are bound to the dinosaurs and the land, bettering your connection to them in many ways. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You learn to speak, read, and write Druidic. When you speak Druidic, dinosaurs understand you perfectly.
- You learn one cantrip of your choice from the druid spell list. Your spellcasting ability for this spell is the ability increased by this feat.

STUBBORN CASTER



Prerequisite: The ability to cast at least one spell

No matter how much people try to stop you, you somehow succeed in casting your spells. Whenever a spell you cast of 5th level or lower is countered (such as with counterspell) on the turn that you cast it, you can cast a spell of lower level with the same casting time as part of the same action, expending a spell slot as normal.

WILDERNESS EXILE



You've spent time away from civilization and are prepared for what comes your way. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain proficiency in Nature or Survival.
- You become immune to diseases, and whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.



ITEMS

TYRANT LIZARD CLOAK

Wondrous item, rare (requires attunement)

This cloak drapes elegantly over the shoulders of its wearer, its deep green and fiery red scales forming a striking contrast that seems to mimic the primeval foliage and the ferocity of long-extinct beasts. The crimson scales, positioned strategically along the cloak's borders and hem, resemble the menacing claws of a tyrannosaurus rex.

While wearing this cloak, you gain the following benefits:

- **Tyrant's Retort.** You have advantage on saving throws to resist or end the frightened condition. Whenever you succeed on a saving throw to resist the frightened condition, if the source of the spell or ability is a creature, it must succeed on a DC 15 Wisdom saving throw or become frightened of you until the end of its next turn. On a successful save, a creature is immune to this effect for the next 24 hours.

- **Ruthless Charge.** You can take the Dash action as a bonus action. When you take the action in this way, if you move at least 10 feet towards a creature, you can make a melee weapon attack against it as part of the same bonus action. On a hit, the creature is knocked prone and takes an extra 2d12 force damage. Once you've used this property, you can't do so again until you finish a short rest.

RAPTORPACK SPEAR

Weapon (spear), very rare (requires attunement)

The spear's slender shaft, adorned with intricate carvings of ancient foliage, gleams with a vibrant blend of red and green hues, mirroring the verdant surroundings. At its tip, a wickedly sharp raptor-like claw, cast in a brilliant crimson, curves menacingly. This deadly weapon embodies the agility and predatory instinct of the legendary velociraptors.

You have a +2 bonus to attack and damage rolls made with this magic weapon.

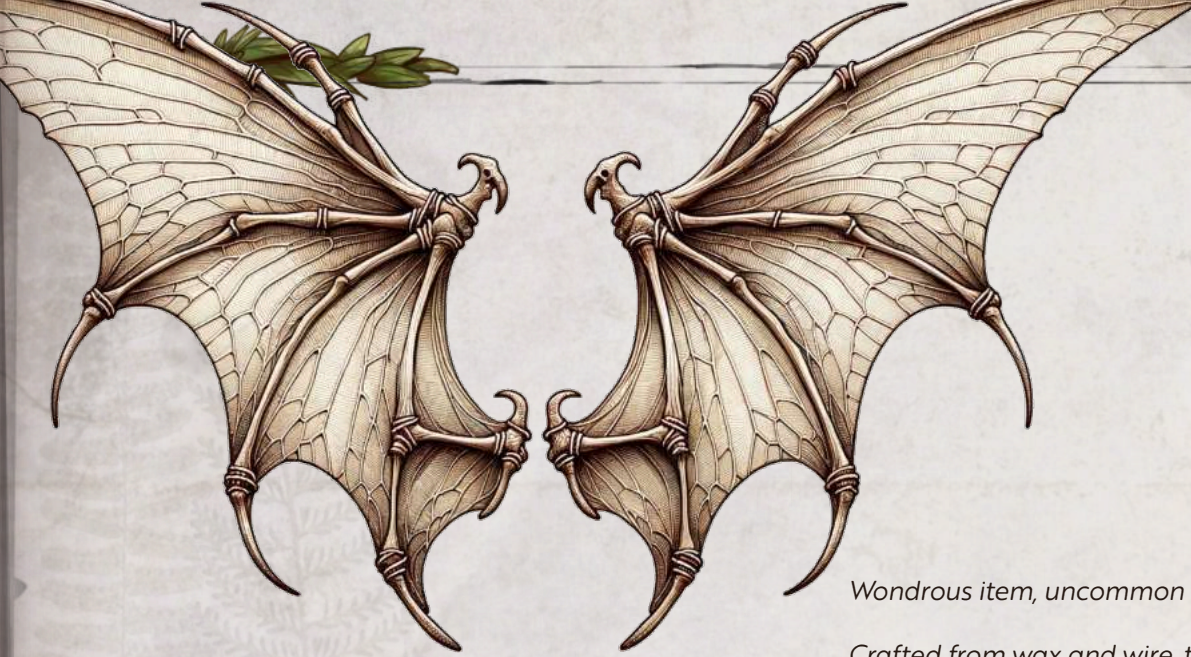
In addition, you gain the following benefits:

- **Packleader Strike.** Whenever you score a critical hit on a creature, creatures of your choice you can see within 30



feet of you have advantage on attack rolls against that creature if at least one ally is within 5 feet of the creature and the ally isn't incapacitated.

- **Sense of the Wilds.** You gain a bonus to any ability checks using the Wisdom (Survival) or Intelligence (Nature) skill equal to the number of allied creatures within 10 feet of you.



Wondrous item, uncommon

Crafted from wax and wire, this makeshift pair of wings is as beautiful as it is unstable, melting under heavy stress or when struck by fire.

PTEROWINGS

Wondrous item, rare (requires attunement)

Expertly made with a combination of pterodactyl carcasses and mechanical contraptions, these wings wrap around the hands and waist, folding naturally and giving a creature the appearance of a flying predator.

While wearing these wings, you have a flying speed equal to your walking speed.

Enraged. While you have fewer than half of your maximum hit points, your flying speed is halved.

WAXWINGS



STORMSIRE HELMET

Wondrous item, very rare (requires attunement by a spellcaster)

Crafted from the hide of the fabled Stormsire, a creature as ancient as it is fearsome, this helmet is a formidable piece of headgear. Its exterior is a tempestuous swirl of colors, mimicking the sky during a thunderstorm, with hues of dark gray, electric blue, and flashes of silvery white. Upon wearing it, a subtle charge fills the air, and the ambient energy seems to crackle and hum around you as if the storm that birthed the original creature still rages on within the helmet itself.

While wearing this helmet, you gain the following benefits:

- **Tempest Shell.** You have resistance to lightning and thunder damage.
- **Eye of the Storm.** Whenever you succeed on an Intelligence, Wisdom, or Charisma saving throw, the helmet begins to glow, gaining a storm charge, which lasts for 1 minute. It can hold up to 3 charges. The next time you cast a cantrip while you have at least 1 storm charge, you can cast that cantrip an additional time for each storm charge as part of the same action.



TRICERATOPS HORN SHIELD

Armor (shield), rare

The triceratops horn shield has a broad face carved from the massive horn of an ancient triceratops. The surface is polished to a lustrous sheen but retains the rugged texture and grooves that tell tales of age-old battles. At the center of the shield, the horn culminates into a pointed, formidable spike, a reminder of the beast's primal ferocity.

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. In addition, you gain the following benefits:

- **Find Footing.** You have advantage on checks and saving throws against being pushed or knocked prone.
- **Horn Ram.** When you take the Attack action on your turn, you can replace one of your attacks with a ram, targeting one Huge or smaller creature you can see within 5 feet of yourself. The target must make a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier). On a failed save, the target takes 2d6 piercing damage and is rammed by the horn. While rammed in this way, the target is considered grappled by the shield (escape DC equals 8 + your proficiency bonus + your Strength modifier). While a creature is rammed, it moves with you while you are holding the shield, and moving the creature in this way doesn't half your speed. On a successful save, the target takes half as much damage and isn't rammed.



JURASSIC TOTEM

Wondrous item, rare (requires attunement)

The *jurassic totem* is a relic of immense antiquity, hewn from petrified wood that's been sanded smooth with time. Its surface is etched with intricate carvings that depict scenes of dinosaurs roaming untamed landscapes.

The totem has 6 charges, and it regains 1d4+2 expended charges daily at dawn. You can expend the charges in the following ways while holding it or having it attached to a melee weapon:

- As an action, you can expend 1 charge to summon the spirit of a dinosaur that aids your choices. For the next minute, you gain a bonus equal to your Wisdom modifier to any ability check you make using the Nature skill.
- As an action, you can expend 1 charge to recreate the sound of any animal or dinosaur, audible from as far away as 100 feet. If a creature uses its action to examine the sound, the creature can determine that it is an illusion with a successful DC 15 Intelligence (Investigation) check. If a creature discerns the sound for what it is, the sound becomes faint to the creature.

- When you hit with a melee weapon attack, you can expend 2 charges to create a powerful roar from the totem. Each creature other than you within 10 feet of the totem must succeed on a DC 15 Wisdom saving throw or become frightened of you until the end of your next turn.



MADDENING TOTEM

Wondrous item, very rare (requires attunement by a druid)

Crafted in honor of Mirnashaya, Lord of Cackles, this tall wooden totem boasts over thirty bestial faces, each contorted into expressions of twisted mirth and primal fury. Its gnarled, ancient wood seems to writhe with an eerie life of its own, exuding an unsettling presence. When grasped by the user, it offers a perilous gateway into the primordial madness, unlocking unbound forms and granting the power to harness the untamed chaos of Mirnashaya's realm.

While this totem is on your person, you can use your Wild Shape to transform into monstrosities you have seen (you must follow the appropriate challenge rating limitations).

Cursed. This totem is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the totem, keeping it within reach at all times. Whenever you use your Wild Shape to transform into a monstrosity, you must roll on the Short-Term Madness table and be afflicted with a short-term madness for the next minute.



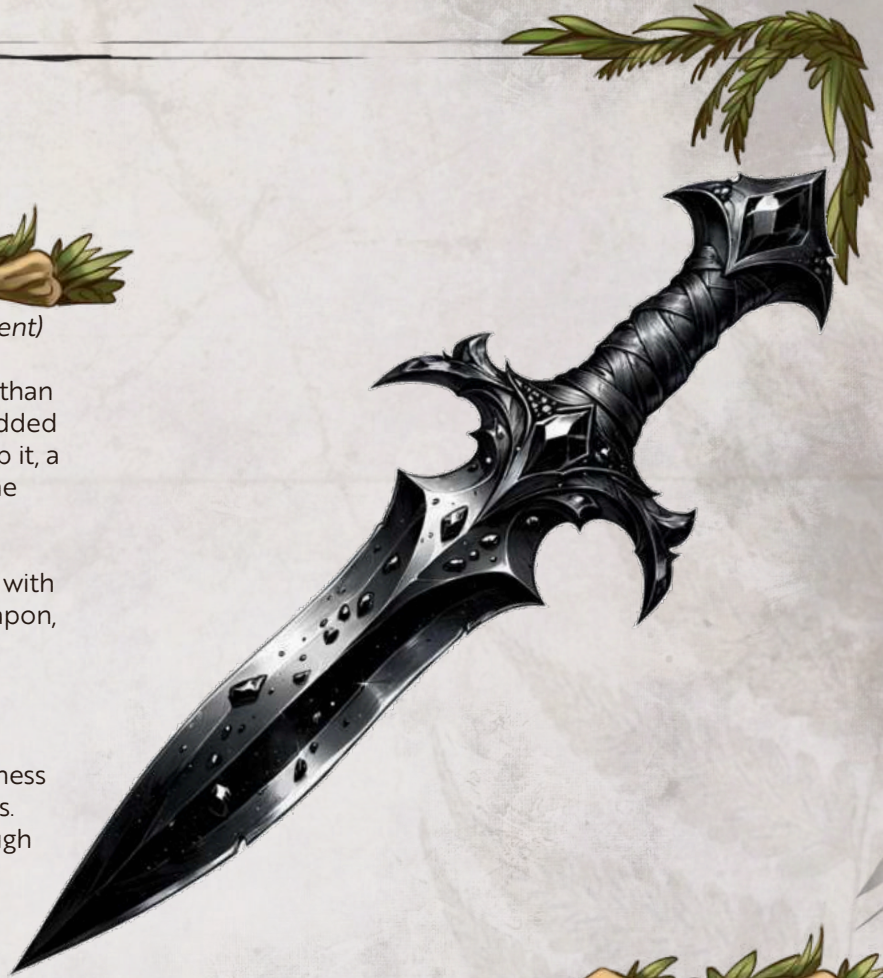
SHADOWRAPTOR SCALE

Weapon (dagger or scimitar), rare (requires attunement)

This slick obsidian blade seems to absorb light rather than reflect it. Its hilt is wrapped in dark leather and embedded with minute shards of jet-black gemstones. As you grip it, a chilling sensation courses through your fingers, as if the blade itself hungers for the shroud of night.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while holding this weapon, you have access to the following properties:

- **Nightwalker.** While in dim light or darkness, your walking speed is increased by 10 feet.
- **Nightbringer.** Once per day, you can cast the darkness spell using the weapon without requiring components. When you cast the spell in this way, you can see through the darkness created by it.



BRONTOSAURUS AMULET

Wondrous item, rare (requires attunement)

A captivating amulet, its centerpiece a fossilized leaf forever preserved in translucent amber. The warm, golden hue glows softly, emanating an aura of tranquility and grounding. When held, an uncanny connection to the earth can be felt. It rests heavily against your chest, not as a burden, but as a comforting touchstone, fortifying the spirit against the terrors that lurk in the world.

The amulet has 6 charges, and it regains 1d6 expended charges daily at dawn. You can use the charges in the following ways while wearing it:

- Whenever a plant creature is brought to 0 hit points within 15 feet of you, you can expend any number of charges to regain 1d6 hit points for each charge expended.
- When you take the Attack action, you can expend any number of charges to increase your reach by 5 feet for each charge expended.
- Whenever you take poison or lightning damage, you can expend any number of charges to reduce the damage by 1d6 for each charge expended.





CUDGEL OF THE COLOSSAL

Weapon (maul), very rare (requires attunement)

This formidable cudgel combines prehistoric strength with ancient craftsmanship. Its handle, crafted from dense, dark petrified wood, seems to pulse with the life force of the tree it once was. The cudgel's head, a massive stone carved to mirror an ankylosaurus's clubbed tail, is adorned with wooden carvings that subtly shift in the light, born of the rituals that shaped this weapon.

Whenever you roll a 15 or higher on an attack roll against a creature of CR 1 or higher with this magical weapon, you become infused with primal strength, becoming one size larger (to a maximum of Gargantuan) and increasing the damage dice of this weapon (from 2d6 to 2d8, then to 2d10, and to a maximum of 2d12). This increase lasts for 1 hour or until you take a short or long rest.



ZINDAUR SUN AMULET

Wondrous item, rare (requires attunement)

While wearing this amulet, you gain the following benefits: Radiant Embrace. You have resistance to radiant damage.

- **Sun's Grace.** During daylight hours, you gain a +1 bonus to all ability checks and saving throws.
- **Traverse the Night.** During nighttime hours, you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

GALEHOLLOW, BLADE OF THE 8TH WINDS

Wondrous item, legendary (requires attunement by a monk of 10th level or higher)

This blade is sheathed in a lustrous brass scabbard, unmarred by time, featuring eight distinct lock markings. These symbols are not mere decoration but seals, each binding the power of a marilith, a serpentine demoness, known for her command over the winds. The blade itself, forged from a rare, shimmering metal, sings with a subtle, ethereal tone, indicative of the tempestuous spirit trapped within. Its handle, expertly wrapped in dark, resilient silk, offers an unwavering grip to those destined to harness its might.

While attuned to *Galehollow*, whenever you spend a ki point, you can choose to open one of its Galegates, up to a maximum of 8 Galegates simultaneously. You gain benefits of each Galegate you open (in order, from 1st to 8th) as follows:

- **1st Galegate.** While this Galegate is open, you have advantage on Dexterity (Stealth) checks and can communicate telepathically with any creature you can see within 120 feet of you. When the Galegate closes, you have disadvantage on the next saving throw you make before you finish a short or long rest.

- **2nd Galegate.** While this Galegate is open, ranged weapon attacks against you have disadvantage. In addition, when you use your Slow Fall feature, each creature of your choice within 10 feet of you when you reach the ground takes force damage equal to the amount of damage you reduced. When the Galegate closes, half of your remaining hit dice (rounded up) are spent without any benefit.

- **3rd Galegate.** While this Galegate is open, you have truesight out to 120 feet. When the Galegate closes, half of your remaining hit dice (rounded up) are spent without any benefit.

- **4th Galegate.** While this Galegate is open, you have resistance against bludgeoning, piercing, and slashing damage. When the Galegate closes, you suffer one level of exhaustion.

- **5th Galegate.** While this Galegate is open, your unarmed strikes deal force damage instead of bludgeoning damage and have a range of 120 feet. When the Galegate closes, you suffer one level of exhaustion.

- **6th Galegate.** While this Galegate is open, you can use your Deflect Missiles feature on any melee attack that deals bludgeoning, piercing, or slashing damage. If you reduce the bludgeoning, piercing, or slashing damage to 0, as part of the same reaction you can spend 1 ki point to make an unarmed attack against the creature if it's within reach. When the Galegate closes, you suffer three levels of exhaustion.

- **7th Galegate.** While this Galegate is open, you can take two additional reactions in a round, but you can only take one reaction on a turn. When the Galegate closes, you take a -4 penalty to all attack rolls, saving throws, and ability checks. Every time you finish a long rest, the penalty is reduced by 1 until it disappears.

- **8th Galegate.** While this Galegate is open, you can make up to 8 unarmed strikes when you take the Attack action. In addition, when this Galegate is opened, all Galegates close in 1 minute. When the Galegate closes, you die.

Any open Galegates close 1 hour after the 1st Galegate is opened or when you start a short or long rest. When a Galegate closes, its benefits end, and you suffer the drawbacks for that Galegate.





ROD OF THE FIRST FLAME

Rod, very rare

Crafted from a dark wood, the rod feels surprisingly warm to the touch, its surface subtly pulsating with the life of the ancient blaze it contains. Throughout its length, intricate veins of fiery orange and red weave a mesmerizing pattern, hinting at the dormant power within. This slender staff is a conduit of primordial energy, holding the potential to unleash or harness the raw, untamed force of the first fire ever kindled.

While holding this rod, you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet, and flames of your choice that you create with spells can't be extinguished by nonmagical means. In addition, this rod has 10 charges and regains 1d6 + 4 expended charges daily at dawn. While holding it, you can expend the requisite number of charges to use the following options:

- **Pass Through Fire.** When you take fire damage, you can use a reaction and expend up to 5 charges to reduce the damage taken by 5 for each charge expended. You regain hit points equal to the amount of damage reduced.

- **Flame Command.** When a creature you can see within 120 feet of you takes fire damage, you can use a reaction and expend up to 5 charges to increase the damage taken by 5 for each charge expended.



STAFF OF PRIMORDIAL GROWTH

Staff, rare (requires attunement)

This staff is made from a twisting, verdant wood that seems to pulse with life. Its surface is covered in moss and tiny, flowering vines, and it occasionally sprouts leaves or small flowers. The top of the staff is adorned with a bright, emerald-green gem that glows softly when the staff's power is used.

This staff can be wielded as a magic quarterstaff.

The staff has 5 charges and regains 1d4 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff is destroyed in an otherwise harmless burst of primordial energy.

Giant Transformation. As an action, you can expend 1 charge and point the staff at a non-hostile beast that you can see within 60 feet of you. The beast transforms into its giant version (GM's discretion, generally using the stats for a giant version of the animal from the 5e rules or similar sources) for 1 hour or until it drops to 0 hit points.

Growth Spurt. As an action, you can expend 2 or more charges to slam the staff into the ground, causing the ground within a 20-foot radius of you to become difficult terrain for the next 10 minutes. The radius is increased by 5 feet for each additional charge expended after the first 2 charges.



STAFF OF THE SECOND SUN

Staff, very rare (requires attunement)

This staff is made of a golden wood that gleams with an inner light. Intricate carvings of suns and stars spiral up its length. When held, it feels warm to the touch, akin to basking in the light of a morning sun.

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

The staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff is destroyed in an otherwise harmless burst of radiant energy.

Second Coming. While wielding this staff, after you cast a spell of 1st level or higher with a casting time of an action or a bonus action, you can expend 1 charge to tap into its divine magic. Roll a d10; if the number rolled is equal to or higher than the level of the spell you just cast, you can immediately cast a cantrip as a part of the action used to cast that spell. This cantrip must be one you know and must have a casting time of an action.

Solar Confluence. As an action, you can expend 3 charges to cause the staff to emit a brilliant flash of light. Each creature within 30 feet of the staff that can see the flash must succeed on a DC 16 Constitution saving throw or be blinded for 1 minute. While blinded in this way, the creature also has disadvantage on any Constitution saving throws made to maintain concentration on spells or abilities. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this property has been used, it can't be used again until the next dawn.

COMPONENT DISRUPTOR

Wondrous item, rare (requires attunement)

A component disruptor is a small, intricately designed box made from dark, almost black wood, with silver and arcane symbols etched across its surface. When held, it hums with a faint, almost imperceptible vibration. Opening the box reveals an array of lenses and mirrors, which bend light and shadows.

While holding the disruptor, you can use it in the following ways:

- **Component Munch.** As a reaction to a creature within 60 feet of you casting a spell with a material component, you can activate the disruptor. The target must make a DC 15 Strength saving throw. On a failed save, the material component is magically pulled into the disruptor, causing the spell to fail and have no effect. The component is then turned to dust by the box, unless it is a magical or enchanted item, in which case it is locked inside the box and can be retrieved as an action by a creature holding the box. Once this property has been used, it can be used again until the next dawn.

- **Alter Components.** As an action, you can target a creature within 60 feet of you and force it to make a DC 15 Wisdom saving throw. On a failed save, for the next minute, whenever the target attempts to cast a spell with a material component, it must roll a d6 on the altered components table below, changing the spell's effect as per the table. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

D6	Changed Element
1	The spell fails and has no effect.
2	The spell's range is halved. If its range was touch, its range becomes self.
3	If the spell dealt damage, it now restores hit points instead, and vice versa.
4	The creature must roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.
5	The spell's damage type changes to another damage type of the creature's choice.
6	The spell functions normally.

DINOHUNTER WEAPON

Weapon (any), rare

This weapon is crafted from a rare, sturdy material resembling fossilized bone, with intricate carvings of prehistoric creatures etched along its blade or shaft. The handle is wrapped in a rough, scale-like leather, providing a firm grip. The weapon seems to resonate with primal energy, especially when large creatures are near.

While wielding this weapon, you gain the following benefits:

- **Primal Strike.** When you make an attack with this weapon during your turn, you deal an extra 1d6 radiant damage to Larger or larger creatures on a hit.
- **Saurian Reflex.** While it is not your turn, this weapon's reach is increased by 5 feet. Whenever you hit with an opportunity attack using this weapon, the target's speed is reduced by 10 feet.



HUMOROUS HUMERUS

Weapon (club), uncommon

This club is a whimsical weapon resembling a polished human bone, glowing with ethereal light. It's adorned with playful carvings of jesters, laughing faces, and comedic masks, highlighted in iridescent colors that seem to dance in the light. The grip, wrapped in deep blue leather stitched with golden thread, complements the soft golden runes etched along its length.

While wielding this weapon, you gain the following benefits:

Jokester. You have advantage on Charisma (Performance) checks to tell jokes.

Brutal Humor. When you hit a creature with this weapon, you can force it to make a DC 13 Wisdom saving throw. On a failed save, the creature falls prone, becoming incapacitated and unable to stand up for the next minute. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. On a success, the effect ends.



BLEEDING EYE

Wondrous item, rare (requires attunement)

The bleeding eye is a large, deep red ruby, seemingly carved from a single flawless gemstone. It pulses with a faint, eerie light from within, casting dim, crimson shadows. The gem's surface is etched with fine, intricate lines that resemble veins, giving it the appearance of a living, bleeding eye.

While holding this ruby, you can use the following properties:

Block Senses. As an action, you can attempt to hinder the vision of a creature that you can see within 60 feet of you. The creature must make a DC 14 Constitution saving throw. On a failed save, the creature loses any blindsight, darkvision, tremorsense, or truesight it had for the next minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This property can be used three times, and it regains all expended uses daily at dawn.

Sensory Overload. As an action, you attempt to grant one creature you can see within 60 feet of you unbearable visions. The creature must succeed on a DC 14 Constitution saving throw or take 3d10 psychic damage and become stunned until the end of its next turn. Once this property of the ruby has been used, it can't be used again until the next dawn.



ANTI-POISON SCALE

Wondrous item, uncommon

This scale, the size of a palm, glimmers with an iridescent sheen, shifting between shades of deep green and earthy brown. Its edges are slightly jagged, yet it feels smooth to the touch. Tiny, almost imperceptible runes are etched along its surface, pulsing faintly with a soft, golden glow.

While holding the scale, poison damage you take is reduced by 1d4. As an action, you can destroy the scale to cast the lesser restoration spell without expending a spell slot.



SHARD OF BRUTALITY

Wondrous item, very rare (requires attunement)

This shard is a fragment of a once-powerful weapon, its edges sharp and menacing. Measuring roughly the length of a finger, it exudes a deep crimson hue that pulses in rhythm with the heartbeat of the one who holds it. The surface is smooth, and when held up to the light, tiny veins coursing through the shard become visible, like blood flowing through a capillary.

While attuned to this shard, you gain the following benefits:

- When you make an attack roll with a melee weapon, but before you roll the die, you can choose to roll 1d10 and add it to the roll. You take necrotic damage equal to the number rolled, which cannot be prevented or reduced in any way. This property can be used three times, and it regains all expended uses daily at dawn.
- When you reduce a creature to 0 hit points, you can roll 2d10. You gain temporary hit points equal to the result.



HOLY FETTERS

Wondrous item, rare (requires attunement by a cleric or paladin)

Holy fetters appear as a pair of ethereal, golden chains, adorned with small, glowing runes and symbols of divine power. They are lightweight and shimmer with a soft, celestial light.

While attuned to these fetters, you gain the following benefits:

- **Freeing Light.** You have advantage on saving throws to prevent or end the restrained condition.
- **Holy Chains.** As an action, you can direct the fetters toward a creature you can see within 60 feet of you. If it is an allied creature, the fetters wrap around it with healing light, causing it to regain 3d8 hit points immediately and an extra 3d8 hit points at the start of its next turn. If it is an enemy creature, it must succeed on a DC 15 Strength saving throw or become restrained for 1 minute. While restrained in this way, a creature can't speak a deliberate lie. A chained creature makes another Strength saving throw at the end of each of its turns. On a successful save, the effect ends for it. This property can be used three times, and it regains all expended uses daily at dawn.



RUNEBREAKER HAMMER

Weapon (light hammer or warhammer), very rare (requires attunement)

This hammer is a robust hammer with a head engraved with ancient, arcane symbols. The handle is wrapped in leather, and the metal seems to absorb light, giving it a dark, ominous appearance.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit an incapacitated creature with this weapon, it takes an extra 3d8 damage, and you can choose one damage type that the creature is resistant to (if it has any). For the next minute, the creature loses resistance to that damage type.



MONSTERS

DINOSAUR HATCHLING

Tiny beast, unaligned

Armor Class 11

Hit Points 7 (2d4 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	1 (-5)	9 (-1)	7 (-2)

Skills Athletics +2

Senses passive Perception 9

Languages understands Primordial

Challenge 0 (10 XP)

Dinosaur Blood. The hatchling counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Miniature Pounce. If the hatchling moves at least 15 feet straight toward a target and then hits it with a bite attack on the same turn, the target is pushed back 5 feet. If the target is a creature, it can succeed on a DC 10 Strength saving throw to resist the effect.

Pack Runt. The hatchling has a +2 bonus to an attack roll against a creature if at least one of the hatchling's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Larger Than Life (Recharge 6). Each creature of the hatchling's choice that is within 120 feet of the hatchling that cannot see it must succeed on a DC 8 Wisdom saving throw or become frightened until the end of their next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hatchling's Larger Than Life for the next 24 hours.





DINOSLAYER



Dinoslayers, clad in makeshift armor fashioned from the bones and hides of their vanquished dinosaur prey, move with a hunter's grace, silent yet deadly. Their eyes, keen and unblinking, are always scanning, ever vigilant for the next colossal quarry. There is no prey more dangerous—or more profitable—than a dinosaur, and they'll stop at nothing for their payday. Often hunting in pairs and ambushing from the bushes, dinoslayers are feared by small and large predators alike.



DINOSLAYER

Medium humanoid, any alignment

Armor Class 16 (studded leather)

Hit Points 60 (8d8 + 24)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	14 (+2)	15 (+2)	7 (-2)

Saving Throws Str +5, Dex +6

Skills Athletics +5, Nature +4, Stealth +6, Survival +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Ambusher. The dinoslayer has advantage on attack rolls against any creature it has surprised.

Adaptive Combatant. Starting the second round of combat, the dinoslayer gains a +2 bonus to its AC, attack and damage rolls.

Dinohunter. The dinoslayer has advantage on Wisdom (Survival) checks to track dinosaurs, as well as on Intelligence (Nature) checks to recall information about them.

Forest Camouflage. The dinoslayer has advantage on Dexterity (Stealth) checks made to hide in forest or jungle terrain.

Ranger's Reflexes. The dinoslayer has advantage on Dexterity saving throws against effects that it can see, such as traps and spells. To gain this benefit, it can't be blinded, deafened, or incapacitated.

Slayer Weapons. The dinoslayer's weapon attacks are magical. When the dinoslayer hits a dinosaur with any weapon, the weapon deals an extra 2d8 poison damage (included in the attack).

Actions

Multiattack. The dinoslayer makes two attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 60/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and 9 (2d8) poison damage (if the target is a dinosaur).

Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 9 (2d8) poison damage (if the target is a dinosaur).

Bonus Actions

Hunter's Net (Recharge 4-6). *Ranged Weapon Attack:* +6 to hit, range 120/300 ft., one target. *Hit:* If the target is Huge or smaller, it is grappled and restrained (escape DC 14).





JURASSIC DRUID



A fusion of prehistoric beast and mystical guardian, the jurassic druid stands as a paragon of zindaur society. Its form is adorned with reptilian scales and bone fetishes, and its eyes burn with the primal energy of long-extinct dinosaurs. When battle looms, it calls upon the spirits of ancient theropods and sauropods, transforming into a spectral dinosaur imbued with elemental magic. With the ability to switch between forms, this creature is as versatile as it is formidable, a living testament to a bygone era when both claw and spell reigned supreme.



JURASSIC DRUID

Medium humanoid (zindaur), any alignment

Armor Class 16 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	2 (-4)	13 (+1)	4 (-3)

Skills Nature +0, Perception +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Druidic, Primordial

Challenge 4 (1,100 XP)

Enrage: Spirit Journey (Recharges on a Short or Long Rest). When the jurassic druid is brought below half of its maximum hit points, it becomes enraged for the next three turns. While enraged, when the jurassic druid chooses a Jurassic Spirit, it can choose an additional spirit.

Jurassic Spirit. At the start of each of its turns, the jurassic druid chooses a dinosaur to inhabit its body until the start of its next turn from the options below, gaining the corresponding benefits:

- **Brontosaurus Spirit.** The jurassic druid's weapon attacks have a reach of 15 feet.
- **Pterodactyl Spirit.** The jurassic druid gains a flying speed of 30 feet. It falls if it ends its turn in the air and nothing else is holding it aloft.
- **Raptor Spirit.** The jurassic druid has advantage on an attack roll against a creature if at least one of the jurassic druid's allies is within 5 feet of the creature and the ally isn't incapacitated.
- **Stegosaurus Spirit.** Whenever the jurassic druid is touched, grappled, or hit by a melee attack, the creature touching it takes 3 magical piercing damage.
- **Tyrannosaurus Spirit.** The jurassic druid's bite attack hits up to two additional creatures within 5 feet of the original target. It must make a separate attack roll for each creature.

Actions

Multiattack. The jurassic druid makes one claw and one bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Spellcasting. The jurassic druid casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *druidcraft, guidance*

2/day each: *entangle, spike growth*

1/day each: *plant growth*



DINOSAUR NESTMOTHER

Nestled in a secluded, verdant haven, the dinosaur nestmother is a majestic and awe-inspiring creature. Towering in size and covered in a rugged hide, her presence commands respect and caution. She is the heart and soul of her nesting grounds, fiercely protective of the young dinosaurs that frolic and grow under her watchful gaze. Her body bears the marks of a life spent guarding her brood, with scars from past confrontations serving as a warning to any who dare threaten her charges. In her realm, she is the undisputed ruler whose primal roar echoes through the ancient trees, a sound that ensures her offspring's safety.

DINOSAUR NESTMOTHER

Large beast, any alignment

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	19 (+4)	1 (-5)	16 (+3)	3 (-4)

Skills Perception +6, Survival +6

Damage Resistances poison

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 16

Languages understands Primordial

Challenge 5 (1,800 XP)

Alpha. Each allied dinosaur within 15 feet of the nestmother has a +1 bonus to AC and saving throws.

Protect the Pack. Whenever an allied dinosaur with a CR lower than the nestmother's within 15 feet of it takes damage, the nestmother has advantage on attack rolls until the end of its next turn.

Actions

Multiattack. The nestmother makes a bite attack and a tail attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus an extra 5 (1d10) piercing damage for each dinosaur within 30 feet of the nestmother (maximum of 3d10).

Tail. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and, if the target is a creature, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

Bonus Actions

Herdcaller. The nestmother targets one allied dinosaur it can see within 30 feet of it. If the target can see or hear the nestmother, the target can use its reaction to move up to its speed.

Reactions

Motherly Instinct (1/Day). When an allied dinosaur within 30 feet of the nestmother is reduced to 0 hit points, the nestmother can use its reaction to move up to its speed towards it. The dinosaur regains 16 (3d10) hit points.



STARLASH PTERODACTYL

Soaring against the tapestry of the night sky, it's easy to mistake the starlash pterodactyl for a celestial phenomenon. Its majestic wings shimmer with an otherworldly glow, each feather a miniature constellation. When it swoops down to attack, it leaves a trail of stardust that momentarily blinds and bewilders. It's not just the beauty of this creature that captivates, but its uncanny ability to manipulate cosmic energy.

STARLASH PTERODACTYL

Large celestial, any alignment

Armor Class 15

Hit Points 67 (9d10 + 18)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	15 (+2)	8 (-1)	13 (+1)	4 (-3)

Saving Throws Dex +8

Damage Resistances cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Flyby. The pterodactyl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Starlight Gleam. The pterodactyl sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The pterodactyl can alter the radius as a bonus action. The pterodactyl has advantage on Wisdom (Perception) checks that rely on sight within the radius of the light.

Actions

Multiattack. The pterodactyl makes two attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Starfall Dive (Recharge 5-6). The pterodactyl dives like a falling star at any point on the ground within 120 feet of it. Each creature within a 30-foot radius of the point must make a DC 16 Constitution saving throw. On a failed save, a creature takes 16 (3d10) radiant damage and is blinded for 1 minute. On a successful save, a creature takes half as much damage and is not blinded. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Reactions

Quicksilver Star. When the pterodactyl is subjected to an effect that would paralyze, petrify, or poison it, it can use its reaction to deflect the effect towards a creature within 30 feet of it. The target must make a DC 16 Dexterity saving throw or become paralyzed, petrified, or poisoned instead of the pterodactyl.



FIREBITE VELOCIRAPTOR

Large elemental, neutral

Armor Class 15 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+3)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +5, Survival +5

Damage Resistances cold

Damage Immunities fire

Condition Immunities unconscious

Senses darkvision 60 ft., passive Perception 15

Languages understands Primordial

Challenge 6 (2,300 XP)

Pack Tactics. The velociraptor has advantage on an attack roll against a creature if at least one of the velociraptor's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the velociraptor moves at least 15 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 11 (2d10) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the velociraptor can make a flametongue attack against it as a bonus action.

Soul of Flame. Whenever the velociraptor is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt, and its speed is doubled until the end of its next turn.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and 7 (2d6) fire damage. The fire then leaps to another creature of the velociraptor's choice within 10 feet of the initial target, dealing 7 (2d6) fire damage.

Flametongue. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 7 (2d6) fire damage at the start of each of its turns.



FIREBITE VELOCIRAPTOR

Hidden among molten rivers and plumes of ash in the heart of volcanoes, the firebite velociraptors make their home of elemental fury. Their scaled form flickers with flames that dance along their razor-sharp talons, and their eyes smolder like hot coals. Possessing the ability to bite with fire and ignite its surroundings with a mere swipe of its tongue, this elemental dinosaur is a blazing terror that hunts with relentless speed and explosive force, setting both the landscape and its prey ablaze.





HALF-DAUR EXILE



In the untamed wilds where the zindaur society scarcely reaches, there are people that embody both primal ferocity and calculating cunning. Covered in tough, armored scales and equipped with keen senses, these exiles excel in the art of trapping and ambushing unwary wanderers. Almost ghost-like in its ability to blend into its surroundings, half-daur exiles can lay traps so subtly that even the most experienced adventurers might find themselves ensnared. These elusive hunters are not merely a product of the wilderness—they are a manifestation of the wilderness itself, unforgiving and relentless.

HALF-DAUR EXILE

Medium humanoid (zindaur), chaotic neutral

Armor Class 16 (studded leather)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	11 (+0)	16 (+3)	8 (-1)

Skills Acrobatics +7, Animal Handling +9, Stealth +7, Survival +9

Senses darkvision 60 ft., passive Perception 13

Languages Common, Primordial

Challenge 6 (2,300 XP)

Ambusher. The exile has advantage on attack rolls against any creature it has surprised.

Evasion. If the exile is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the exile instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Exile's Distrust. Any Charisma (Persuasion) checks made to persuade the exile are made at disadvantage.

Jungle Camouflage. The exile has advantage on Dexterity (Stealth) checks made to hide in jungle or forest terrain.

Speak With Plants and Beasts. The exile can communicate with beasts and plants as if they shared a language.

Actions

Multiattack. The exile makes two attacks. It can replace one of its attacks with Prepare Trap.

Machete. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage and 7 (2d6) poison damage.

Prepare Trap (3/Day). The exile prepares a trap on a surface no larger than 10 feet in diameter. The trap is nearly invisible and requires a successful DC 15 Intelligence (Investigation) check to be found. When a creature other than the exile touches the surface, the trap detonates. Whenever the exile arms a trap, it must choose one of the options below:

- **Earthbinder's Trap.** When detonated, the trap releases earthen magic. Each creature within 15 feet of the trap must succeed on a DC 15 Strength saving throw or become grappled and restrained for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- **Fiery Explosion Trap.** When detonated, it explodes in a flaming inferno. Each creature within 5 feet of the trap must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) fire damage and becomes ignited for 1 minute. An ignited creature takes 3 (1d6) fire damage at the start of each of its turns until a creature spends its action to put out the flames. On a successful save, a creature takes half as much damage and isn't ignited.

- **Paralyzing Poison Trap.** When detonated, the trap lets out a puff of purple smoke. Each creature within 5 feet of the trap must succeed on a DC 15 Constitution saving throw or become paralyzed until the end of its next turn.

Bonus Actions

Nimble Escape. The exile takes the Disengage or Hide action.

Trapmaster Mark (Recharges on a Short or Long Rest). The exile marks a creature it can see within 60 feet of it. The creature has disadvantage on saving throws against the exile's traps, and whenever the exile damages it with a weapon attack, it takes an extra 3 (1d6) of that weapon's damage type. This mark does not reveal the exile's location.



RAPTOR PACK

Emerging from the dense foliage, a seemingly endless horde of razor-sharp talons and voracious jaws encircles the adventurers—a raptor pack is on the hunt. Each velociraptor moves in unsettling synchrony with its kin, eyes glowing with predatory intelligence. These raptors are each larger, swifter, and deadlier than the last, their scaly hides scarred from countless battles.

Whether they've united due to hunger or because they must escape a larger predator, raptor packs never stray from each other. Individually they are lethal, but as a pack, they are nearly unstoppable.

RAPTOR PACK

Huge swarm of Medium beasts, unaligned

Armor Class 14

Hit Points 102(12d12 + 24)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	2 (-4)	13 (+1)	4 (-3)

Skills Athletics +6

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 6 (2,300 XP)

Blood Trackers. The pack knows the exact location of any creature it has damaged since the start of its last turn.

Clever Girls. The pack has advantage on Wisdom (Perception) checks made to find hidden creatures and Intelligence (Investigation) checks made to discern illusions.

Enrage: Shrieking Howl (Recharges on a Short or Long Rest). When the pack is brought below half of its maximum hit points, it becomes enraged and howls in agony, calling 2 allosauruses to its location, which arrive in 1d4-1 rounds.

Evasion. If the pack is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the pack instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Pack Attack. After the pack hits a creature with an attack, its next attack against that creature this turn is made at advantage.

Pounce. If the pack moves at least 20 feet straight toward a target and then hits it with a bites attack on the same turn, the target takes an extra 7 (3d4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the pack can make another bites attack against it as a bonus action.

Swarm. The pack can occupy another creature's space and vice versa, and the pack can move through any opening large enough for a Medium velociraptor. The pack can't regain hit points or gain temporary hit points.

Actions

Multiattack. The pack makes two attacks.

Bites. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 19 (6d4 + 4) piercing damage, or 11 (3d4 + 4) piercing damage if the pack has half of its hit points or fewer.





SANDSTORM ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 0 ft., burrow 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	15 (+2)	6 (-2)	11 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 6 (2,300 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Coarse and Rough. Non-elemental creatures within 30 feet of the elemental can't see anything further than 15 feet away.

Living Storm. The elemental is bound to a nearby sandstorm and is immune to spells and abilities that would cause it to switch planes.

Scratches of Sand. When a creature moves within 5 feet of the elemental or starts its turn there, it takes 2 (1d4) piercing damage.

Whirlwind Bind. Whenever the elemental damages a creature with a flying speed, the creature's flying speed is reduced by 10 feet. This reduction lasts for 1 hour.

Actions

Multiattack. The elemental makes two sand slam attacks.

Sand Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must also succeed on a DC 16 Constitution saving throw or become blinded until the end of its next turn.

Sandstorm Rush (Recharge 5-6). The elemental moves in a 10-foot-wide, 30-foot-long line of pure fire and sand. Each creature within its path must make a DC 16 Dexterity saving throw, taking 10 (3d6) fire damage and 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. On a failed save, a creature ignites. Until a creature takes an action to douse the fire, it takes 5 (1d10) fire damage at the start of each of its turns.



SANDSTORM ELEMENTAL



Sandstorm elementals are awe-inspiring and fearsome entities, born from the fury and chaos of desert sandstorms. These swirling giants rise from the fine sands, their forms constantly shifting and changing, resembling massive whirlwinds of sand and air. Their presence is heralded by the sound of a thousand grains of sand whirling violently, and their approach brings a relentless, abrasive force. With bodies that blend seamlessly into the desert landscape, these elementals can surge suddenly from the tranquility of the dunes, embodying the unpredictable and harsh nature of the desert itself. They move with a grace that belies their size, capable of engulfing entire caravans or reshaping the landscape with their passage.





ZINDAUR SUN PRIEST



Within the heart of the ancient Qilo jungle, obscured by towering trees and shrouded in mystery, exists a solitary temple suffused with the radiance of the sun. Here resides the enigmatic being known as the Yamiran, a majestic fusion of prehistoric strength and divine power. Its priests ensure that whoever might fall upon the Qilo Isle shall fall as quickly as they arrived. With scales that shimmer like gold under the celestial gaze and a roar that reverberates like an invocation to the heavens, it stands as a living alliance between primal might and divine radiance.



ZINDAUR SUN PRIEST

Medium humanoid (zindaur), lawful neutral

Armor Class 17 (splint)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	11 (+0)	18 (+4)	14 (+2)

Saving Throws Wis +7

Skills Medicine +10, Persuasion +5, Religion +6

Damage Resistances radiant

Senses darkvision 60 ft., passive Perception 14

Languages Common, Primordial

Challenge 6 (2,300 XP)

Light's Justice. When the priest starts its turn within bright light, it gains 5 (1d10) temporary hit points, which last until the end of its next turn.

Sun-Blessed Scales. The priest has advantage on saving throws against spells and other magical effects that deal radiant or fire damage.

Sun Priest Ascendancy (Recharges on a Long Rest). When the priest reduces a creature to 0 hit points, it is blessed by Yamiran and shapeshifts into a tyrannosaurus rex.

The priest's game statistics, including mental ability scores, are replaced by the statistics of the tyrannosaurus. It retains its current hit points, alignment, and personality. This transformation lasts for 1 minute or until the priest dies.

Actions

Multiattack. The priest makes two attacks.

Mace. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Spellcasting. The priest casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: light, sacred flame (2d8), guiding bolt

2/day each: cure wounds, daylight, spirit guardians

1/day each: guardian of faith, heal

Purge the Unworthy (Recharge 6). The priest unleashes a radiance-infused roar around it. Each non-zindaur creature within 15 feet of it must make a DC 15 Constitution saving throw. On a failed save, a creature becomes blinded and deafened for 1 minute and takes 9 (2d8) radiant damage. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't blinded or deafened.

Bonus Actions

Sun's Brilliance (3/Day). The priest causes its melee weapon attacks to magically deal an extra 14 (4d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn.





WINTER HAG



In the frigid depths of the Feywild, where bitterness and solitude freeze into form, dwell the winter hags—malevolent fey entities embodying the cruelest facets of winter. These gaunt, elderly figures, with skin like frostbitten parchment and hair of frozen strands, command the icy elements, conjuring blizzards and shaping ice with a mere gesture. Solitary by choice, winter hags inhabit desolate icy realms, from glacial valleys to forsaken mountaintops, shrouded in layers of snow and magic. Known for their cunning and heartless nature, they relish in making twisted bargains and snuffing out the warmth of joy and life. Feared in folklore as harbingers of winter's deadliest aspect, they often appear in tales as warnings against the perils of greed and envy, embodying the relentless, unforgiving force of the coldest season.

WINTER HAG

Large fiend, neutral evil

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +6, Insight +5, Perception +5, Stealth +5

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, Common, Infernal, Primordial

Challenge 7 (2,900 XP)

Icy Heart. A creature that touches the hag or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic, magic missile*

2/day each: *sleep, sleet storm*

1/day each: *cone of cold*

Magical Resistance. The hag has advantage on saving throws against spells and other magical effects.

Winter Hag Items. A winter hag carries two very rare magic items that she must craft for herself. If either object is lost, the night hag will go to great lengths to retrieve it, as creating a new tool takes time and effort.

• **Belled Chains:** This pile of tar-black chains with attached bells intimidate all those around a winter hag. While the hag is wearing them, each creature who targets it with a ranged attack must first make a DC 14 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell.

• **Sack of Souls:** When an evil humanoid dies as a result of a winter hag's Naughty Haunting, the hag catches the soul in this black sack made of stitched flesh. A sack of souls can hold any number of evil souls at a time, and only the winter hag who crafted the sack can catch a soul with it. Crafting a sack of souls takes 7 days and a humanoid sacrifice (whose flesh is used to make the sack).

Actions

Chains. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. The target is grappled (escape DC 16) if the hag isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) cold damage at the start of each of its turns.

Naughty Haunting (Recharge 5-6). The hag targets one creature that is not lawful good that she can see within 60 feet. It must make a DC 14 Wisdom saving throw or take 16 (3d10) psychic damage and be frightened for 1 minute. While frightened in this way, if the creature ends its turn within 10 feet of the hag, it becomes paralyzed until the start of its next turn. The target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this effect for 1 hour.



MEMORYMUNCHER

Memorymuncher Raptor. The memorymuncher raptor is believed to be a product of arcane experimentation. It is both feared and sought after, as its ability to manipulate and consume memories and magical energy is of great interest to scholars and mages. Some say that the raptor's creation is linked to the mind flayers' pursuit of psychic domination, while others believe it to be a guardian of forgotten arcane secrets. These abilities make the memorymuncher raptor a formidable foe, particularly against spellcasters. Its presence on the battlefield adds a layer of strategy and danger, especially for parties reliant on magic and intelligence.



MEMORYMUNCHER RAPTOR

Medium aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	18 (+4)	10 (+0)	15 (+2)	3 (-4)

Saving Throws Int +4

Skills Arcana +4, Perception +6, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Senses darkvision 60 ft., passive Perception 16

Languages understands Deep Speech

Challenge 9 (5,000 XP)

Adaptive Intelligence. Whenever the raptor reduces a creature's Intelligence score, the raptor's Intelligence score increases by an equal amount. This increase lasts until it finishes a long rest.

Expanding Intellect. If the raptor's Intelligence score is 18 or higher, the raptor can cast one of the following spells using its Spellcasting action, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 12):

1/day each: *dominate monster, feeblemind, mass suggestion*

Maddened. Whenever the raptor takes psychic damage, it instead takes no damage and has advantage on all attack rolls until the end of his next turn.

Magic Resistance. The raptor has advantage on saving throws against spells and other magical effects.

Mind Fog Aura. Each non-abberation creature within 15 feet of the raptor has disadvantage on saving throws made to maintain concentration on spells and abilities.

Pack Tactics. The raptor has advantage on an attack roll against a creature if at least one of the raptor's allies is within 5 feet of the creature and the ally isn't incapacitated.

Psionic Camouflage. The raptor has advantage on Dexterity (Stealth) checks.

Actions

Multiattack. The raptor makes two intellect drain bite attacks.

Intellect Drain Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing and 11 (2d10) psychic damage, and the target must succeed on a DC 17 Intelligence saving throw or have its Intelligence score reduced by 1d4 until it finishes a long rest. If it rolls a 4, the creature is also stunned until the end of its next turn.

Spellcasting (Psionics). The raptor casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 12):

At will: *detect thoughts, levitate*



WINDFAN DIMETRODON

At first glance, the windfan dimetrodon appears to be a run-of-the-mill dimetrodon, its distinctive sail rising high above its lizard-like body. However, as it senses danger, the air around it begins to swirl, and its sail unfurls like a windmill, gathering the elemental power of the wind. With a deafening slash, it releases gales powerful enough to send even the largest foes tumbling backward. Far more than a mere prehistoric predator, the windfan dimetrodon is a harbinger of the elemental plane of air, using its unique biology to conjure gusts and tempests that protect itself from harm.



WINDFAN DIMETRODON

Large elemental, unaligned

Armor Class 18 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	4 (-3)

Saving Throws Str +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, petrified, prone

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 10 (5,900 XP)

Enrage: Tornado Shield (Recharges on a Short or Long Rest). When the dimetrodon is brought below half of its maximum hit points, it becomes enraged for the next minute. While enraged, all ranged attacks against it are made at disadvantage.

Magic Weapons. The dimetrodon's weapon attacks are magical.

Tempest Winds. Whenever the dimetrodon damages a flying creature, the creature's flying speed is halved.

Actions

Multiattack. The dimetrodon uses its windfan three times or makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the dimetrodon can't bite another target.

Windfan. The dimetrodon sends out a blast of wind in a 10-foot-wide, 30-foot-long line. Each creature within the area must succeed on a DC 16 Dexterity saving throw or take 7 (2d6) slashing damage and be pushed away from the dimetrodon by 10 feet. Flying creatures have disadvantage on the saving throw.

Reactions

Repellent Winds. When the dimetrodon becomes the target of a melee attack, it can send out a shockwave of wind. Each creature within 10 feet of it must succeed on a DC 16 Strength saving throw or be pushed back 10 feet. If the attacker is pushed outside the reach of its attack, its attack misses.





Cerebrum Tyrannus. In the heart of a mist-shrouded jungle, the cerebrum tyrannus stalks with a terrifying blend of prehistoric strength and dark intellect. Its eerie, squid-like head, adorned with writhing tentacles, surveys its domain with chilling awareness. Each thunderous step sends tremors through the undergrowth, and its psychic roar resonates through both the air and the minds of all nearby, asserting its dominion as a fearsome apex predator of both body and mind.

Mind flayers, driven by their insatiable thirst for knowledge and power, performed their dark rituals in hidden, subterranean chambers. They infused the primal essence of dinosaurs with their own alien intellect, hoping to create a servant that could traverse both the physical and psychic realms with ease. But what emerged from the depths was beyond their control—a creature that embodied the raw strength of ancient beasts and the advanced psychic capabilities of its creators.

CEREBRUM TYRANNUS

Huge aberration, lawful evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	21 (+5)	18 (+4)	17 (+3)	3 (-4)

Saving Throws Str +13, Int +9

Skills Arcana +9, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Senses tremorsense 120 ft., passive Perception 18

Languages understands Deep Speech

Challenge 15 (13,000 XP)

Maddened. Whenever the tyrannus takes psychic damage, it instead takes no damage and has advantage on all attack rolls until the end of his next turn.

Magic Resistance. The tyrannus has advantage on saving throws against spells and other magical effects.

Psionic Camouflage. The tyrannus has advantage on Dexterity (Stealth) checks.

Actions

Multiattack. The tyrannus makes two attacks: one with its bite and one with its psionic-infused tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 40 (5d12 + 8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 21). Until this grapple ends, the target is restrained, and the tyrannus can't bite another target.

Psionic-Infused Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 24 (3d10 + 8) bludgeoning damage. If the creature is concentrating on a spell, it takes an extra 16 (3d10) psychic damage.

Tentacles. Melee Weapon Attack: +13 to hit, reach 5 ft., one incapacitated creature or one creature grappled by the tyrannus. Hit: 78 (12d12) psychic damage. If this damage reduces the target to 0 hit points, the tyrannus kills the target by devouring its brain.

Spellcasting (Psionics). The tyrannus casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17):

At will: *detect thoughts, levitate*

1/day each: *dominate monster, plane shift (self only), telekinesis*

Psionic Roar (Recharge 5-6). The tyrannus magically roars with psychic energy in an 80-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 30 (5d8 + 8) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SOULCHAIN DEVIL

Medium fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 161 (19d8 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	18 (+4)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Str +11, Cha +9

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, necrotic, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 15 (13,000 XP)

Aura of Despair. Whenever a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 17 Wisdom saving throw or be frightened until the end of its turn. While frightened in this way, the creature is incapacitated.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Thousand Chains. Whenever the devil is hit with a melee attack, the attacker takes 7 (2d6) piercing damage.

Actions

Multiattack. The devil makes three attacks with its soulchain.

Soulchain. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage. The target is grappled and restrained (escape DC 19). Until this grapple ends, the target is restrained and takes 7 (2d6) fire damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to six chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried. Each animated chain is an object with AC 20, 25 hit points, resistance to piercing damage, and immunity to necrotic, poison, psychic, and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

Soul Flay (Recharge 6). The devil attempts to feed on the soul of each creature it has grappled. Each creature must succeed on a DC 19 Constitution saving throw or take 55 (10d10) necrotic damage.



SOULCHAIN DEVIL

Soulchain devils are malevolent beings that dwell within the dreaded soulstorms—sandstorms of a supernatural nature. These devils are feared for their ability to imprison lost spirits within the howling winds of the storm. They appear as sinister, ethereal figures, their forms partially obscured by the swirling sands, with chains made of spectral energy writhing and clinking around them. The chains are not mere adornments but are used to ensnare wandering souls, binding them in eternal servitude. The eyes of a soulchain devil glow with a malevolent light, and their voices echo with the despair of the souls they have captured, a haunting chorus that chills the hearts of those who come close to it. These devils are both jailers and tormentors, their existence intertwined with the endless, roiling soulstorms they inhabit.

SKELETREX

SKELETREX

Huge undead, unaligned

Armor Class 18 (natural armor)

Hit Points 199 (19d12 + 76)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Saving Throws Con +10

Skills Perception +7

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities blinded, deafened, unconscious

Senses darkvision 120 ft., passive Perception 17

Languages —

Challenge 17 (18,000 XP)

Bone Shards. A creature that touches the skeletrex or hits it with a melee attack while within 5 feet of it takes 6 (1d12) necrotic damage.

Reassemble. If reduced to 0 hit points but not outright destroyed, the skeletrex regains all its hit points in 1 minute unless a gallon of holy water is sprinkled on its remains or a dispel magic or remove curse spell of 6th level or higher is cast on it.

Soul Devourer. If a creature dies within 10 feet of the skeletrex, the skeletrex absorbs its soul, regaining hit points equal to two times the creature's CR or level (rounded up). If its soul is devoured in this way, the creature can be restored to life only by means of a true resurrection or a wish spell.

Temporal Destroyer. Whenever the skeletrex damages a creature with an attack, that creature must succeed on a DC 19 Constitution saving throw or gain a point of temporal decay. If a creature gains 5 points of temporal decay, it dies.

Actions

Multiattack. The skeletrex makes three attacks: one with its necrotic bite and two with its necrotic wave. It can't make both a necrotic bite attack and a necrotic wave attack against the same target.

Necrotic Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage and 13 (2d12) necrotic damage. If the target is a Medium or smaller creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained, takes 13 (2d12) necrotic damage at the start of each of its turns, and the skeletrex can't bite another target.

Necrotic Wave. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 13 (1d12 + 7) necrotic damage.

Lurking in the depths of an ancient tomb, skeletrexes stand as ominous sentinels, their bones bound together by dark magic and glowing with malevolent energy. With each step, their massive form rattles and echoes through the stone halls, a chilling herald of the deadly abilities they possess. Capable of exhaling necrotic energy, hurling explosive bone shards, and even reassembling itself when shattered, this nightmarish creature serves as a relentless guardian, ready to consume the souls of those who dare trespass its domain.



COLDSHARD COLOSSUS

Huge elemental, lawful neutral

Armor Class 20 (natural armor)

Hit Points 241 (23d12 + 92)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	11 (+0)	14 (+2)	18 (-4)

Saving Throws Dex +9, Con +10, Wis +8, Cha +10

Damage Immunities cold, fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages Primordial, telepathy 120 ft.

Challenge 20 (25,000 XP)

Armor of Ice. A creature that hits the colossus with a melee attack while within 5 feet of it takes 13 (2d12) cold damage. When the colossus reaches half of its maximum hit points, its entire armor shatters. Its armor class becomes 16, its speed doubles, and it recharges its Permafrost.

Blizzard Aura. The colossus is permanently surrounded by a blizzard. The area within 30 feet of it is heavily obscured. If the colossus takes fire damage, this trait doesn't function until the end of the colossus's next turn.

Elemental Sight. Magical darkness doesn't impede the colossus's darkvision.

Ice Eyes. The colossus can see normally through areas that are lightly or heavily obscured as a result of snowstorms, ice storms, or other similar phenomena.

Magic Resistance. The colossus has advantage on saving throws against spells and other magical effects.

Thaw. Whenever the colossus is subjected to fire damage, it takes no damage and instead has its armor class reduced by 1 for every 10 points of fire damage it would have taken. This reduction lasts until the start of its next turn.

Actions

Multiattack. The colossus uses its Coldshards, then makes two slam attacks.

Coldshards. The colossus bursts with ice. Each creature within a 10-foot radius of it takes 6 (1d12) cold damage and has its speed reduced by 10 feet until the end of its next turn.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage plus 13 (2d12) cold damage.

Permafrost (Recharge 6). The colossus releases an icy breath within a 90-foot cone, which extinguishes candles, torches, and any unprotected magical or nonmagical flames in the area. Each creature in the area must make a DC 18 Constitution saving throw. A creature takes 78 (12d12) cold damage and is paralyzed until the end of the colossus's next turn on a failed save, or takes half as much damage and isn't paralyzed on a successful one. A creature killed by this effect becomes a frozen statue until it thaws.

Avalanche Call (1/Day). The colossus calls upon the snow and ice within a 100-mile radius. If there is sufficient snow in the area, 1d4 avalanches start, moving toward the colossus. If a creature of size Large or smaller starts its turn in an avalanche (GM's discretion), it must succeed on a DC 15 Dexterity saving throw or be knocked prone and be buried in 1d6 x 10 feet of snow. A creature can dig 10 feet upward through snow by making a successful DC 15 Strength (Athletics) check. The area that an avalanche has traveled through in the past day is considered difficult terrain for creatures of size Large or smaller.

Legendary Actions

The colossus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The colossus regains spent legendary actions at the start of its turn.

Icy Charge. The colossus moves up to 60 feet in a straight line.

Wall of Ice (Costs 2 Actions). The colossus magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 60 feet long and 20 feet high, or it's a hemispherical dome up to 40 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 18 Dexterity saving throw, taking 26 (4d12) cold damage on a failed save, or half as much damage on a successful one.

The wall lasts for 1 minute or until the colossus is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 10, 45 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 18 Constitution saving throw, taking 13 (2d12) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

Frozen Buckler (Costs 3 Actions). The colossus removes any reductions it has to its armor class. If its armor class is not reduced in any way, it becomes resistant to all damage until the start of its next turn.

COLDSHARD COLOSSUS

Sentinel of Frost. The coldshard colossus is a mythical being, born from the heart of a glacier in the world's most remote and frigid regions. Legends say it was created by an ancient deity as a guardian of the eternal winter realms. It roams the icy wastelands, a solitary sentinel, feared by all who dare traverse these frozen lands.

Walking Iceberg. This creature resembles a humanoid made entirely of ice, with a translucent and shimmering body. Its core seems to emanate a faint, cold light. Icy spikes and shards protrude randomly from its massive form, giving it a jagged, menacing look. As it moves, parts of its body constantly shatter and reform, creating a mesmerizing yet terrifying spectacle.

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